

FIG. 2

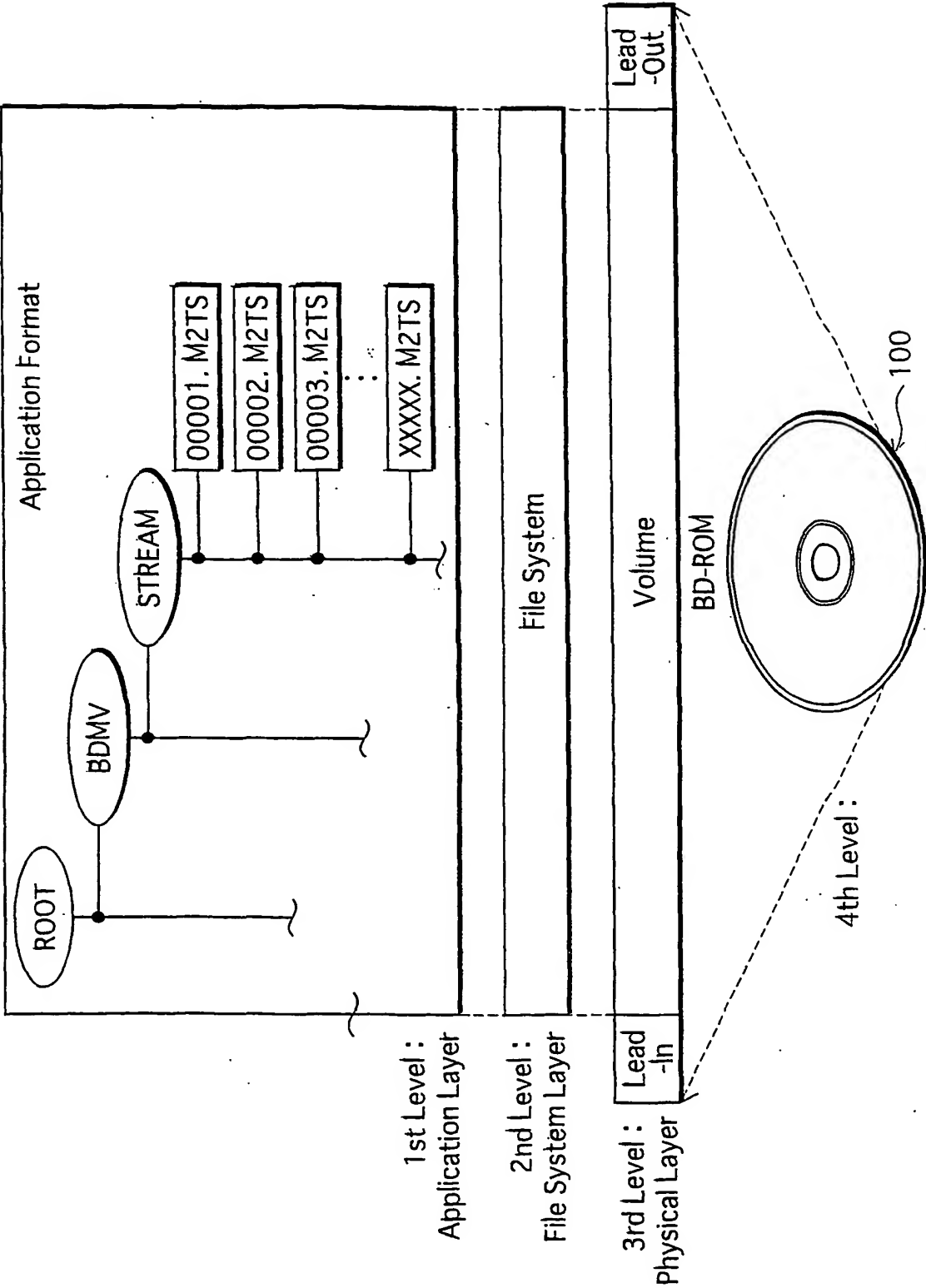


FIG.3

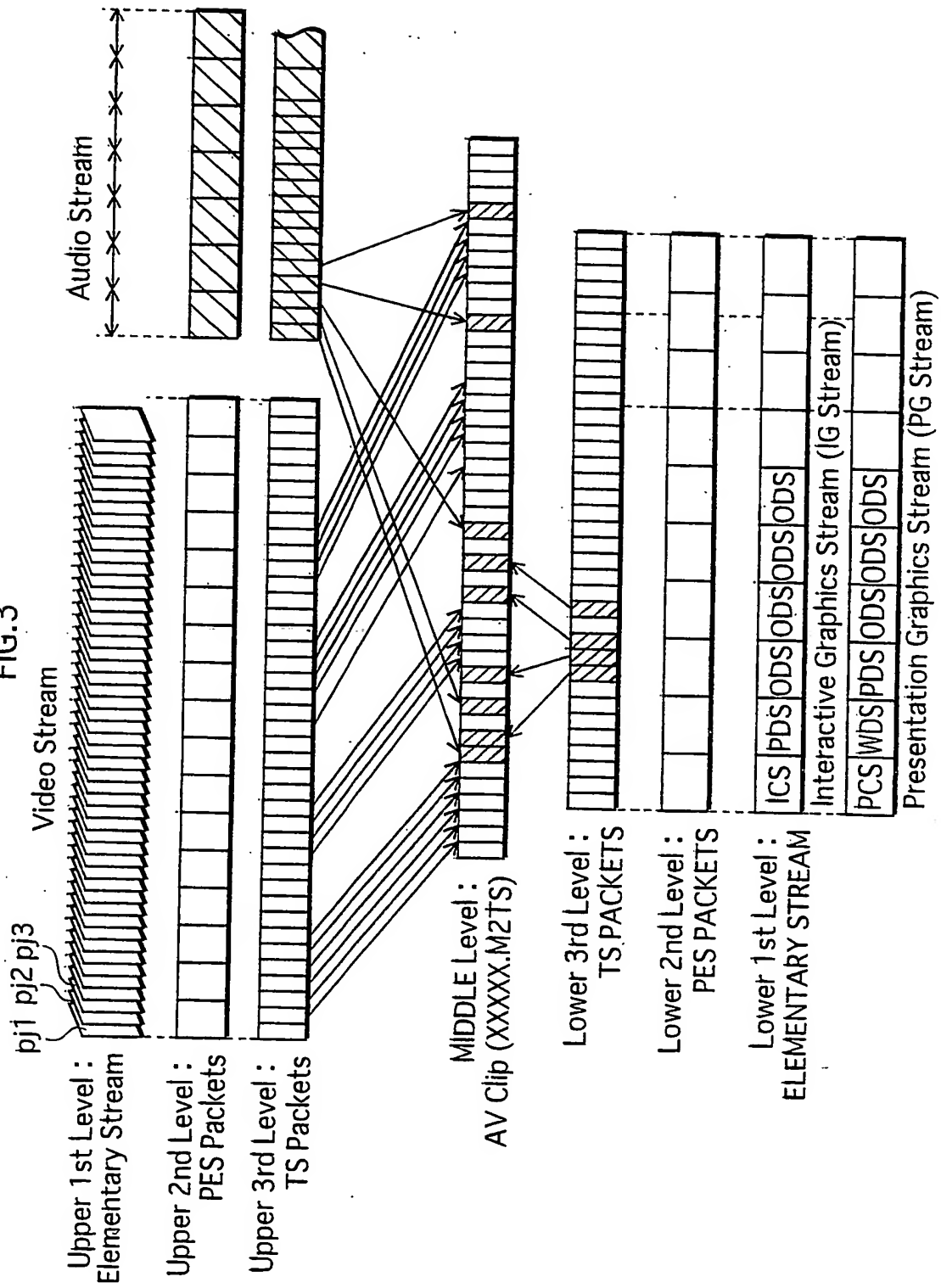
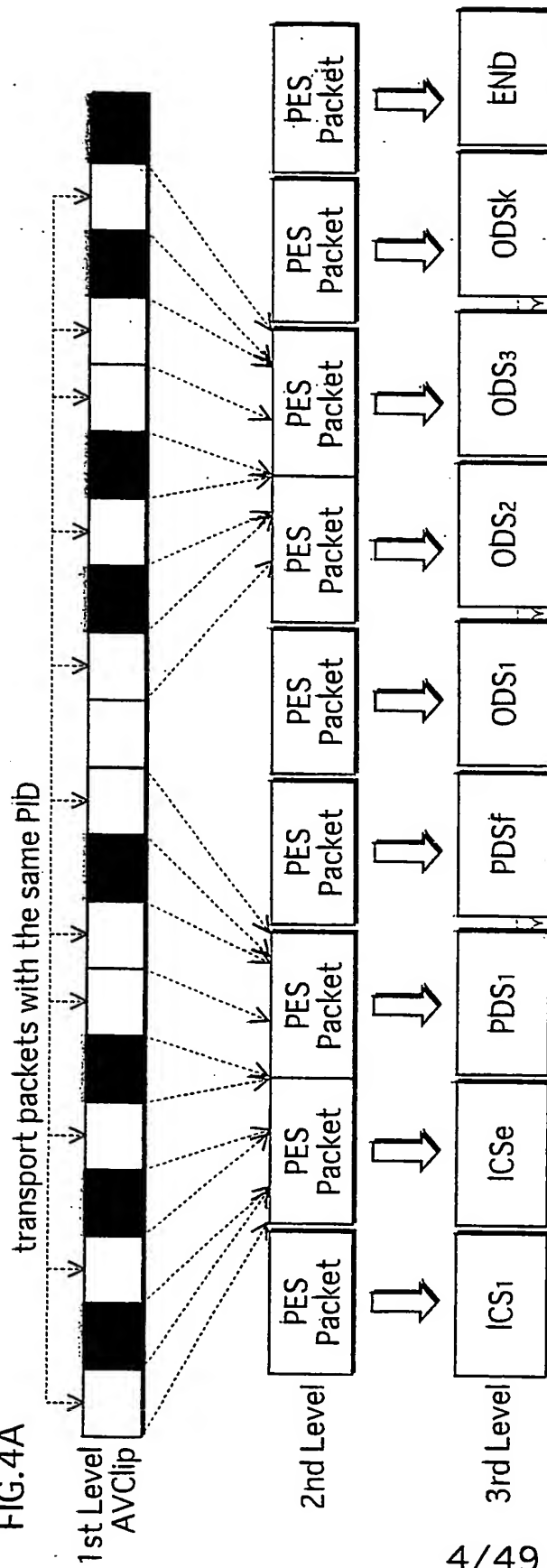


FIG. 4A



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FIG. 4B

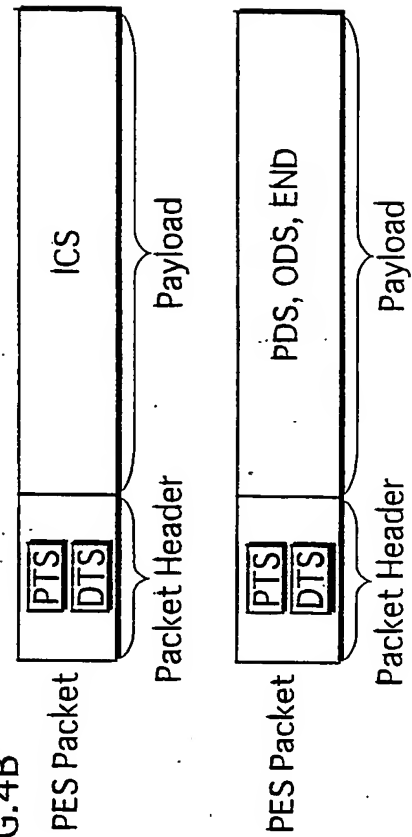


FIG.5

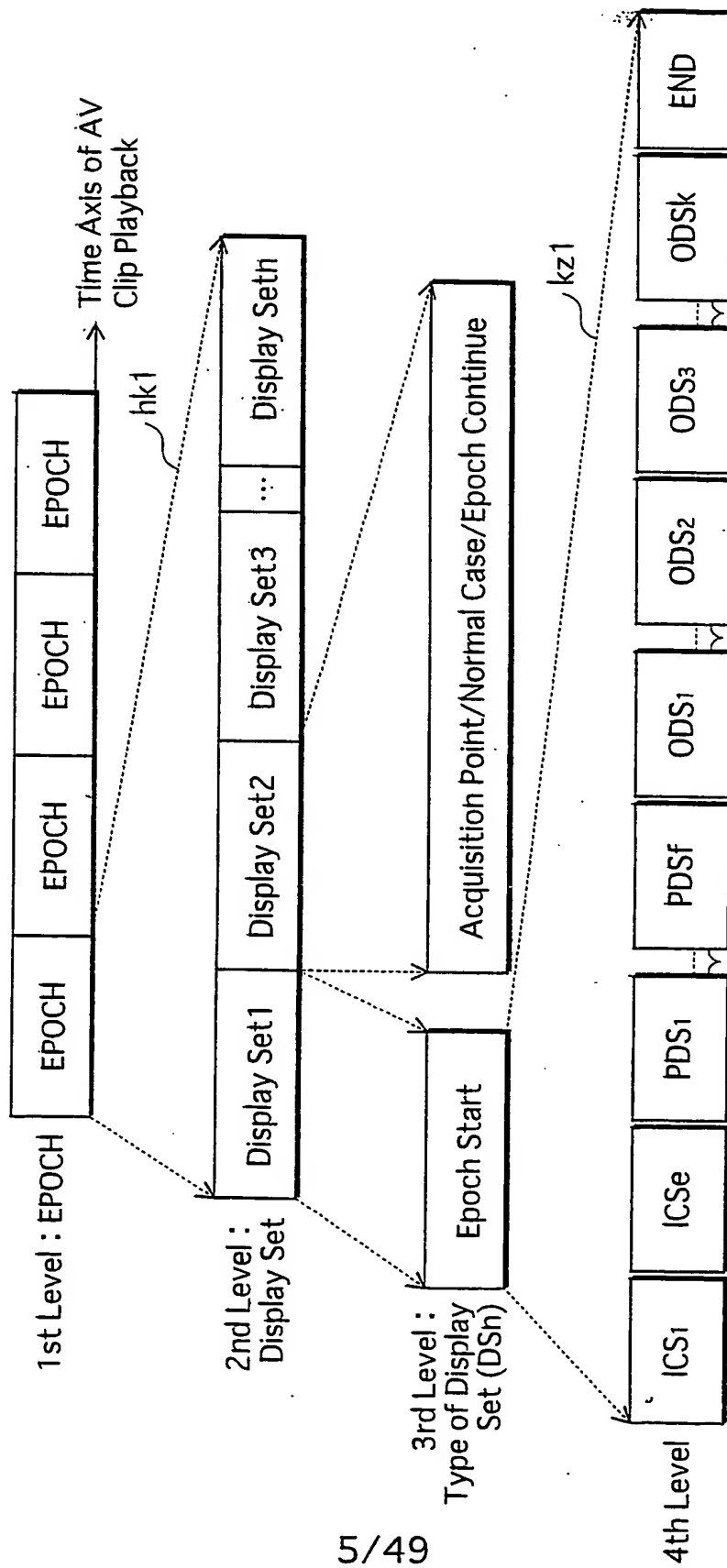


FIG. 6

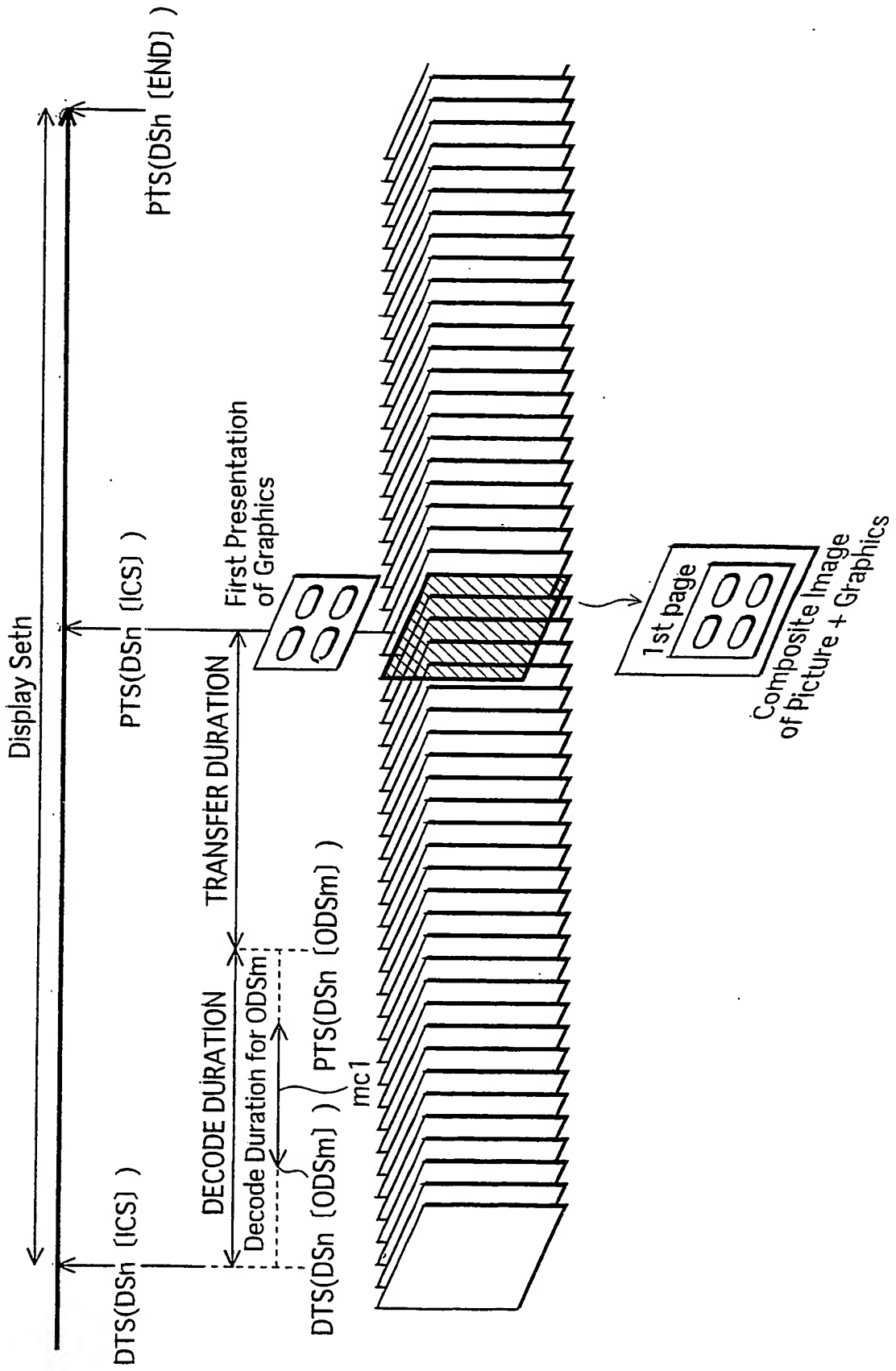


FIG.7A One-to-One Correspondence

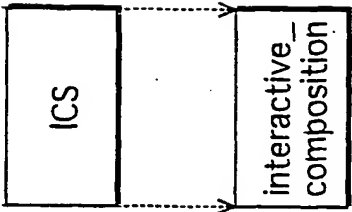


FIG.7B One-to-Multiple Correspondence

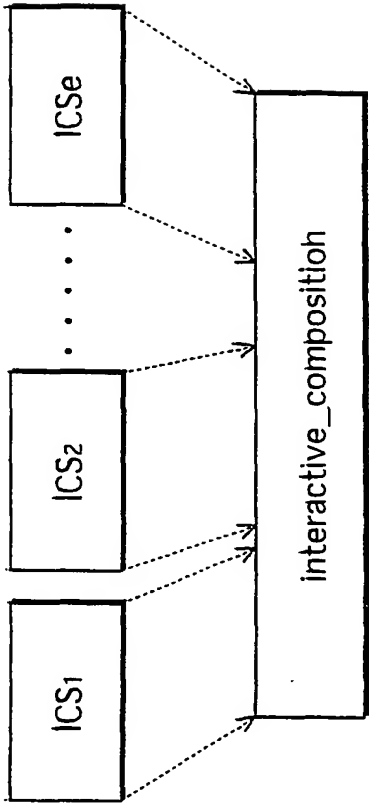


FIG.8

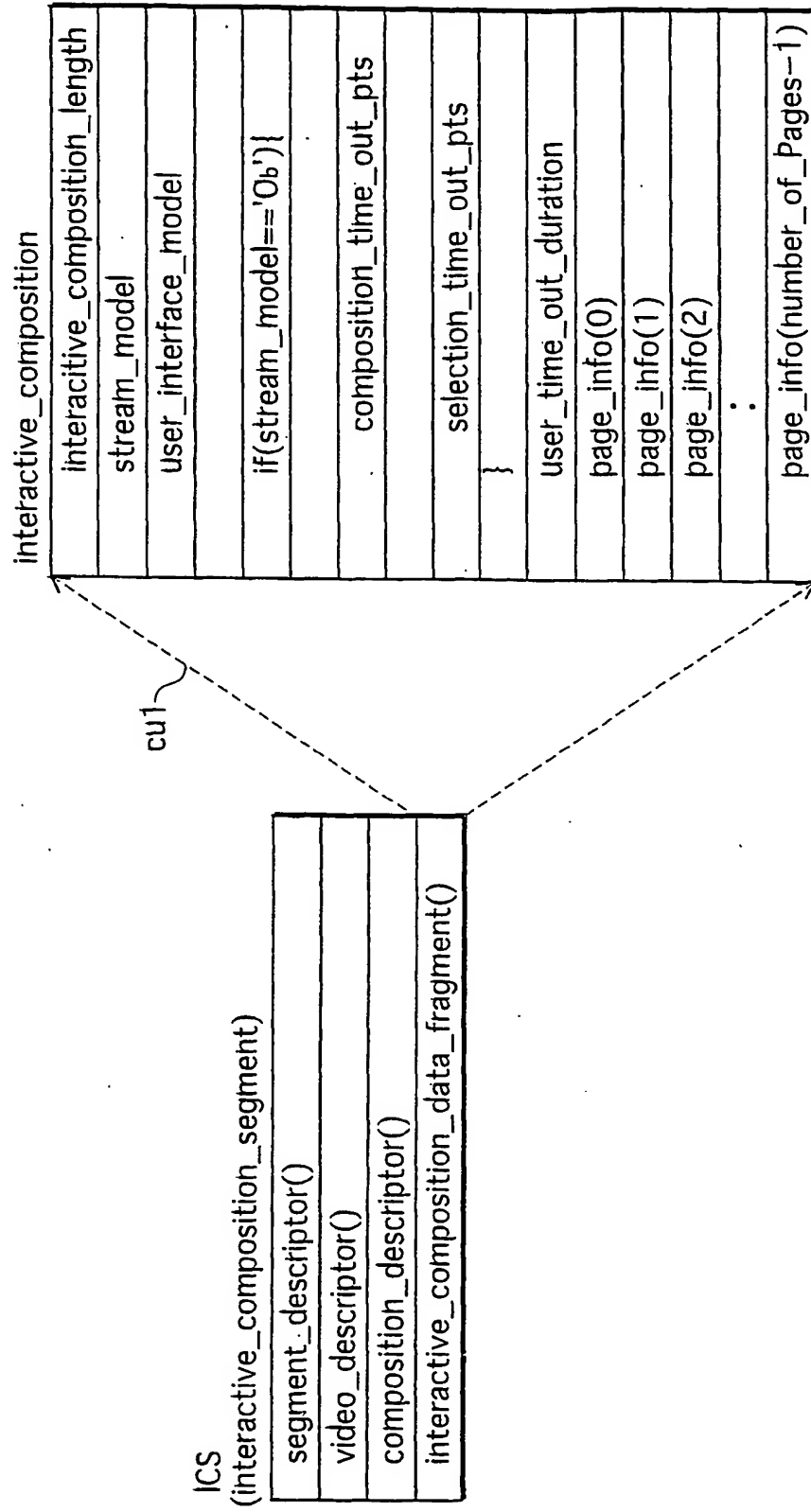




FIG. 9

ICS.Stream\_model=0(Playback of Multiplexed ICS)

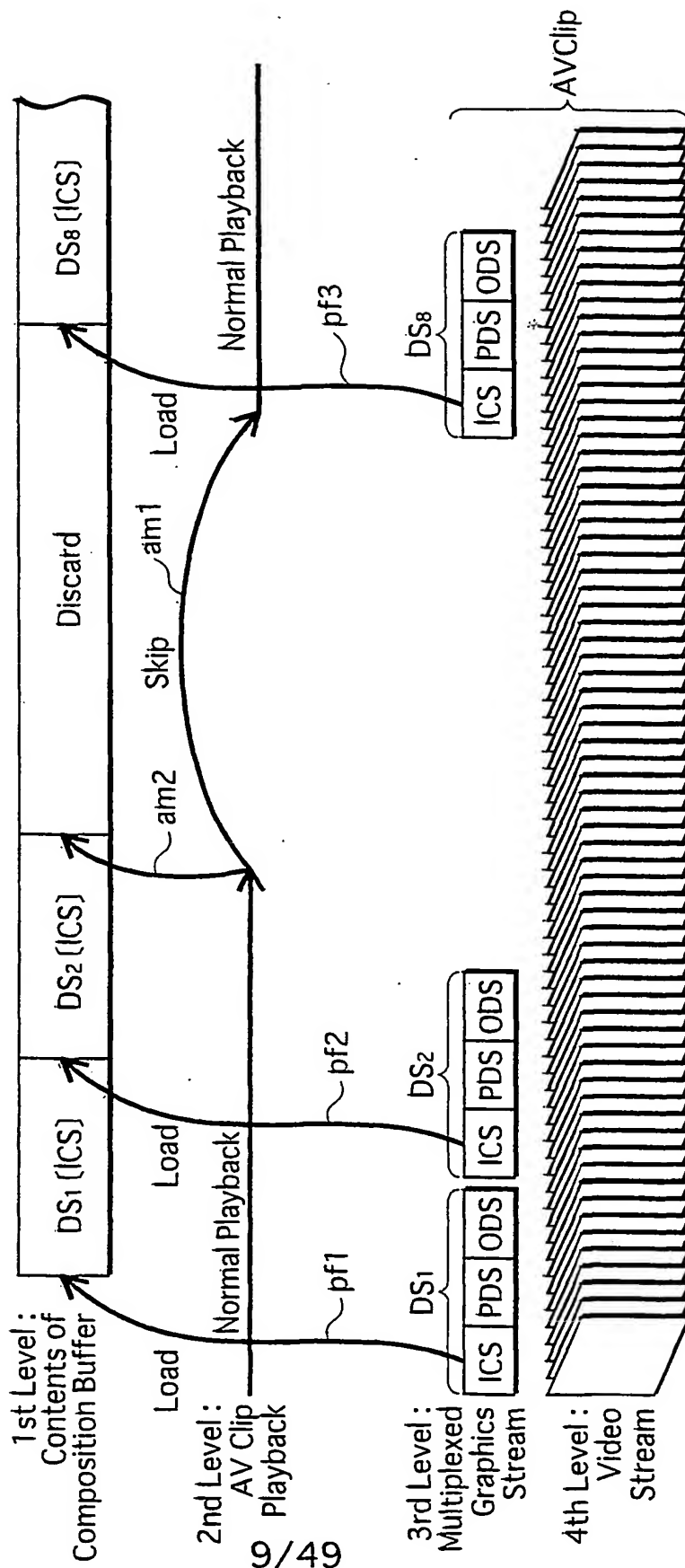


FIG.10

ICS.Stream\_model=1 (Playback of Preloaded ICS)

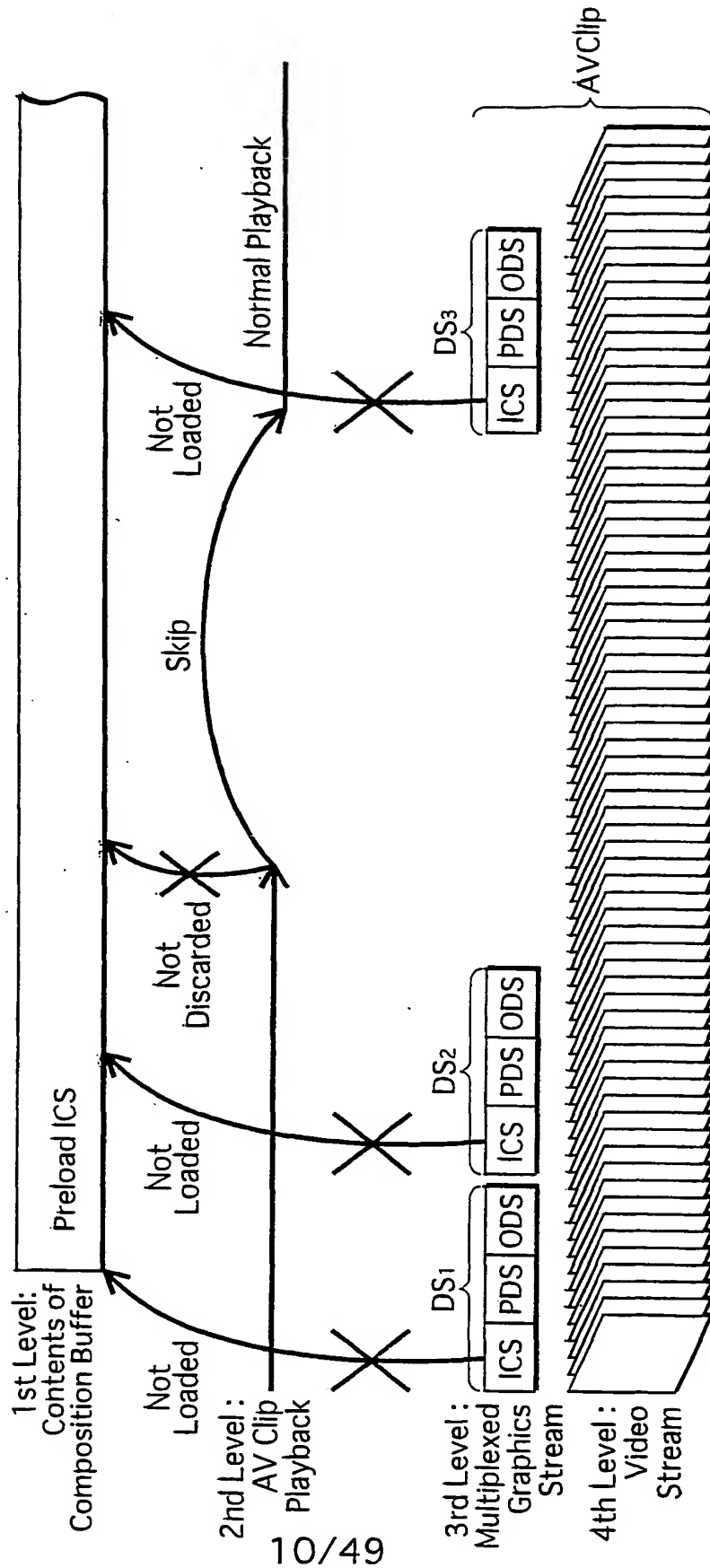




FIG. 12A

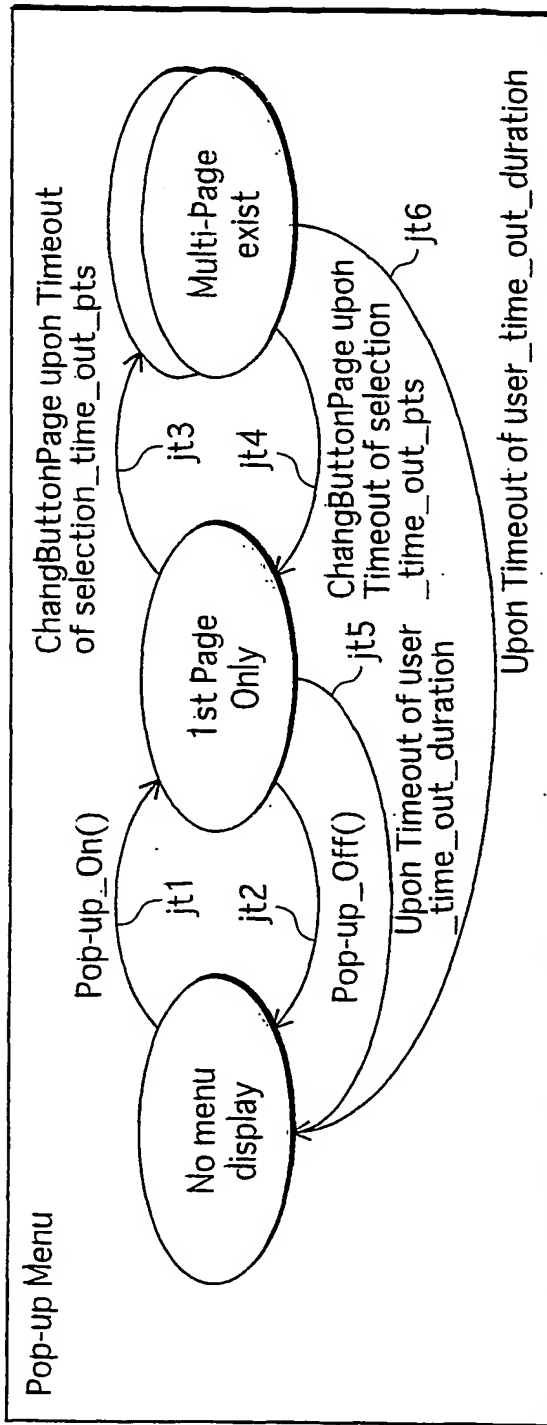


FIG. 12B

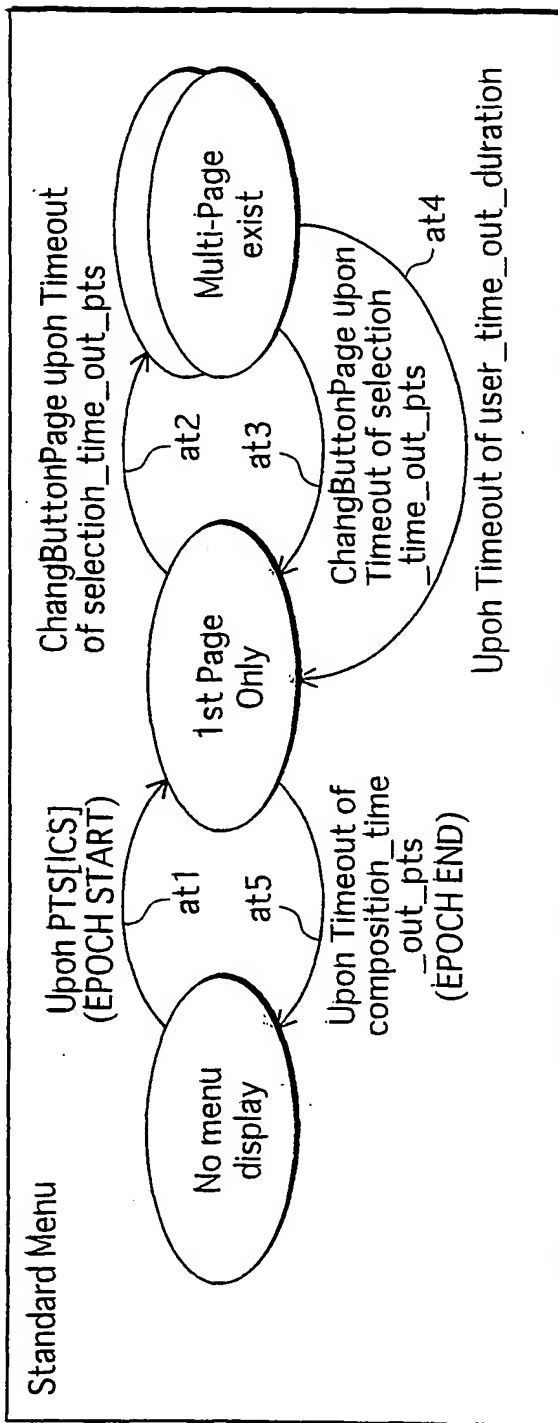


FIG. 13

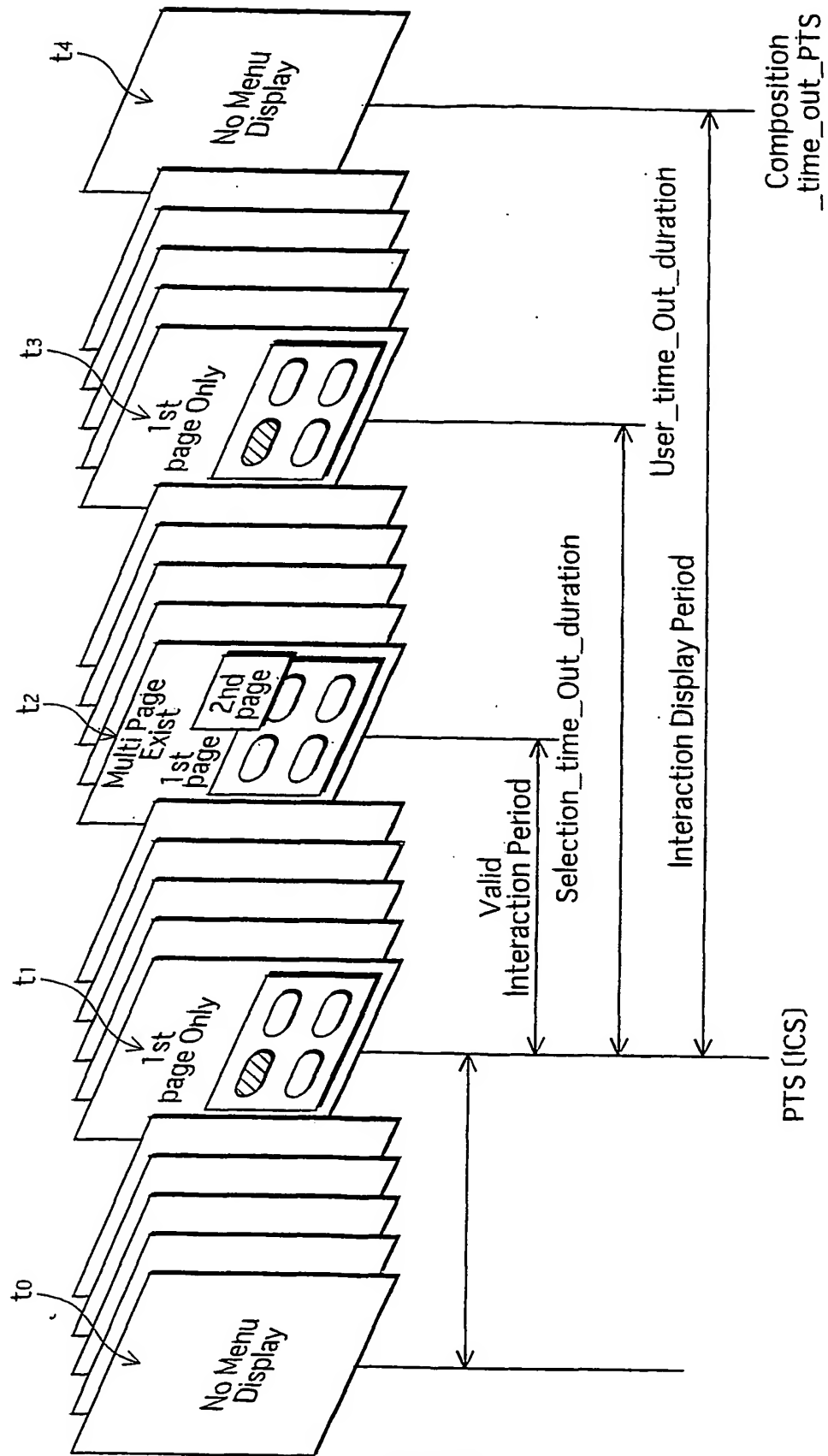


FIG.14A

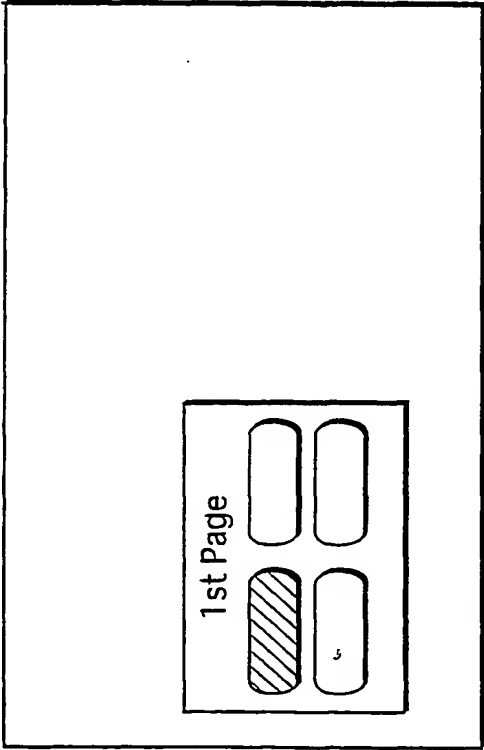


FIG.14B



FIG.14C

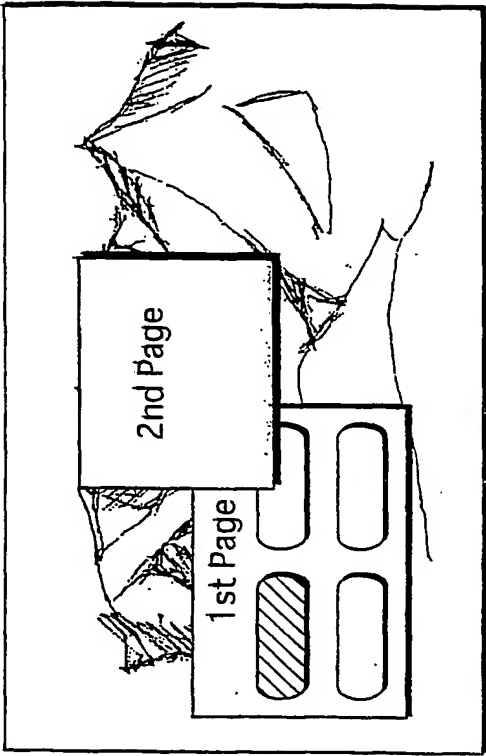
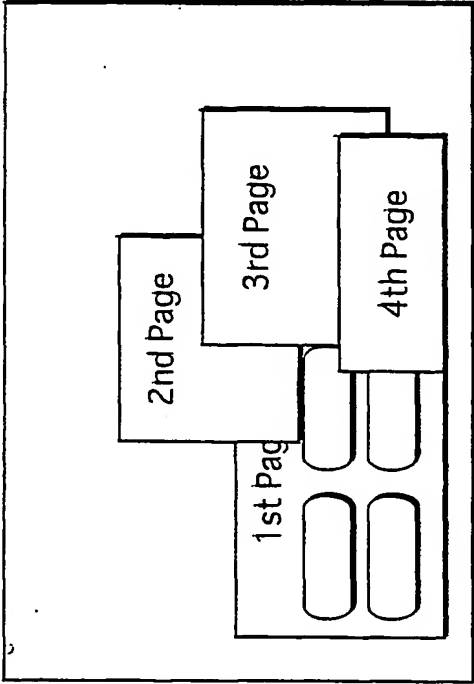


FIG.15A



Multi-Page Exist

FIG.15C

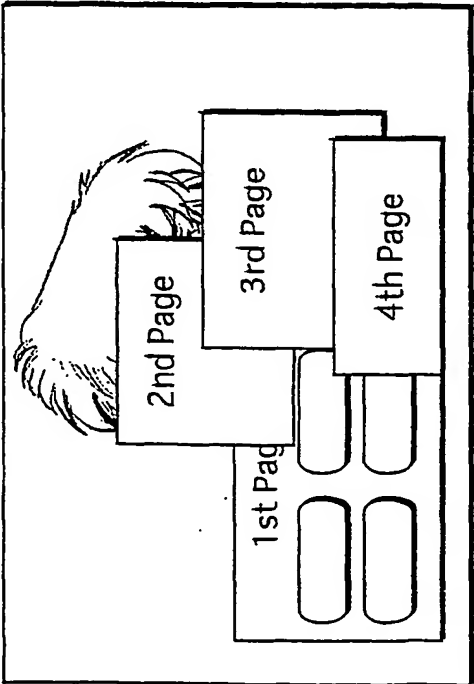
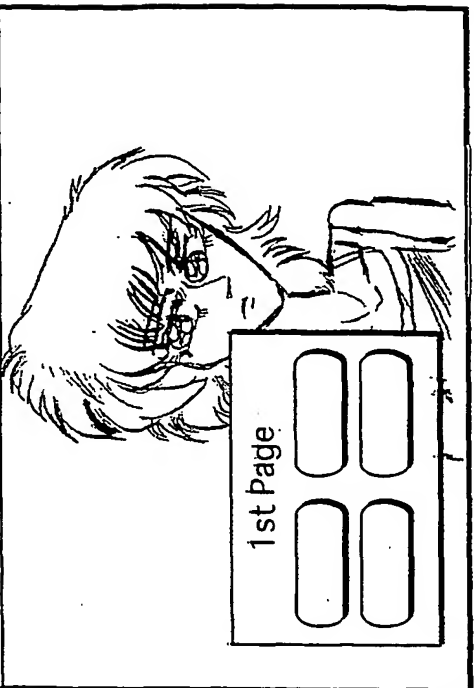


FIG.15B



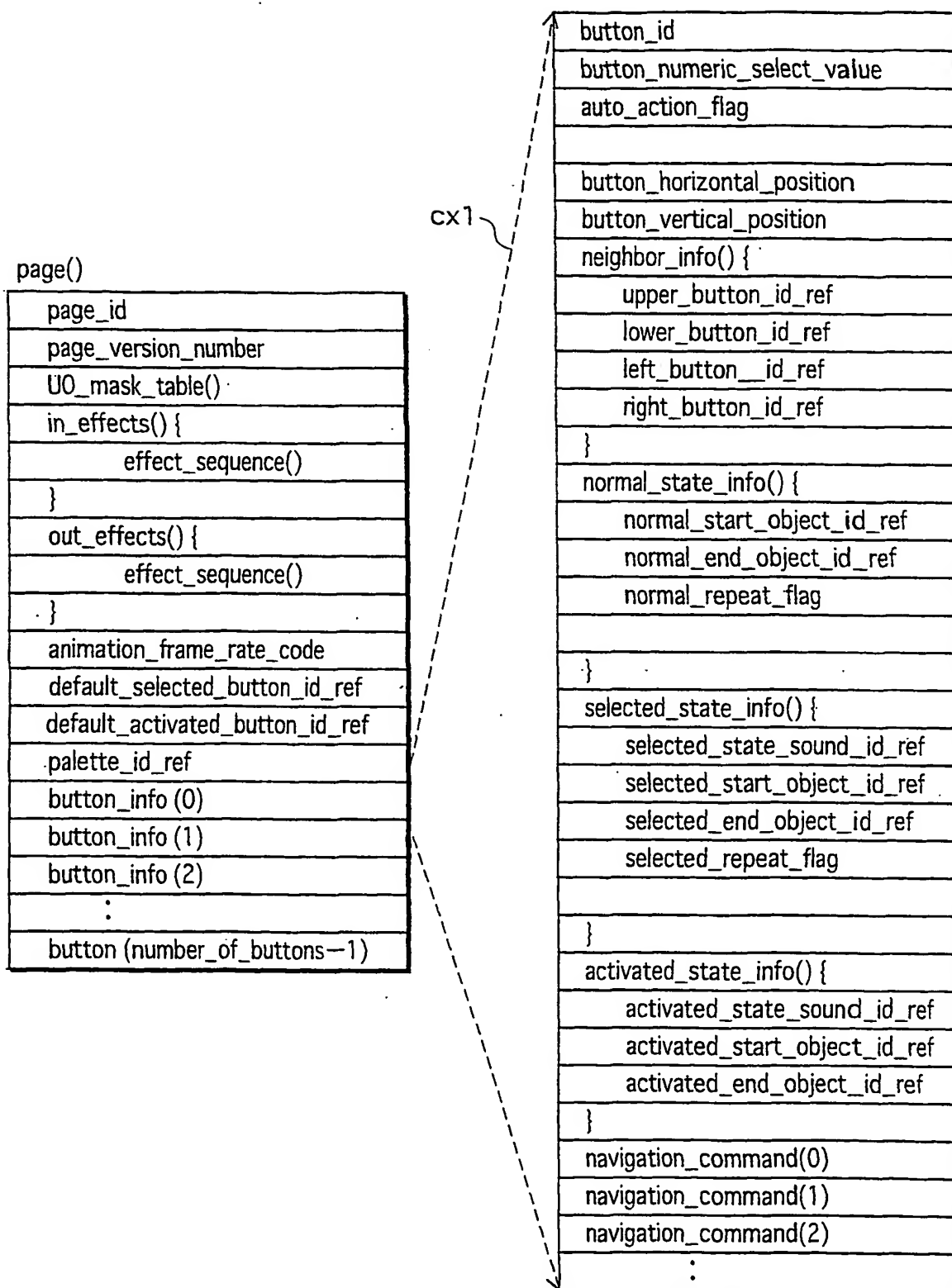
Next Picture

FIG.15D



Set user\_time\_out\_duration Immediately before Presentation of Picture

FIG. 16





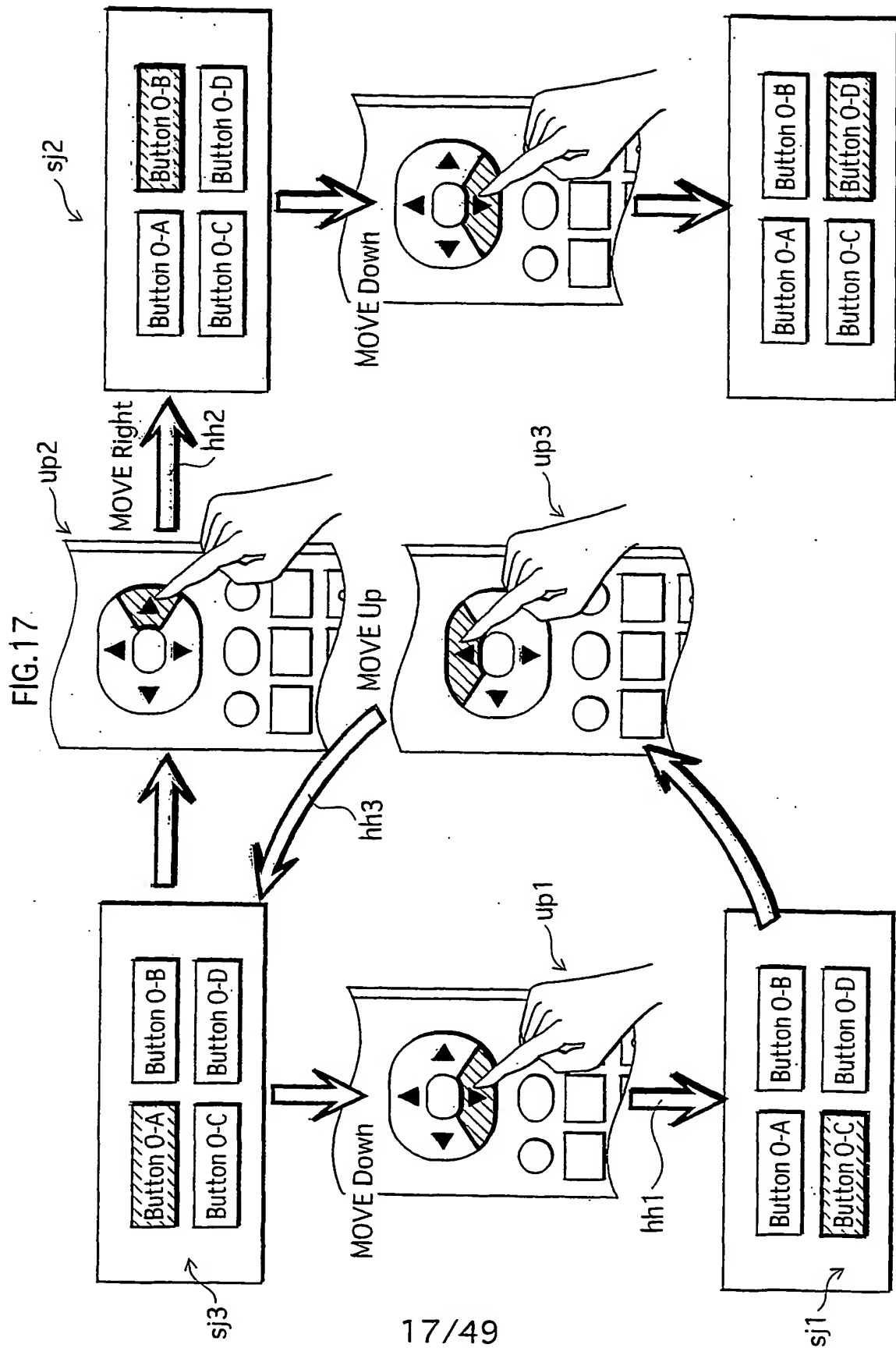


FIG.18

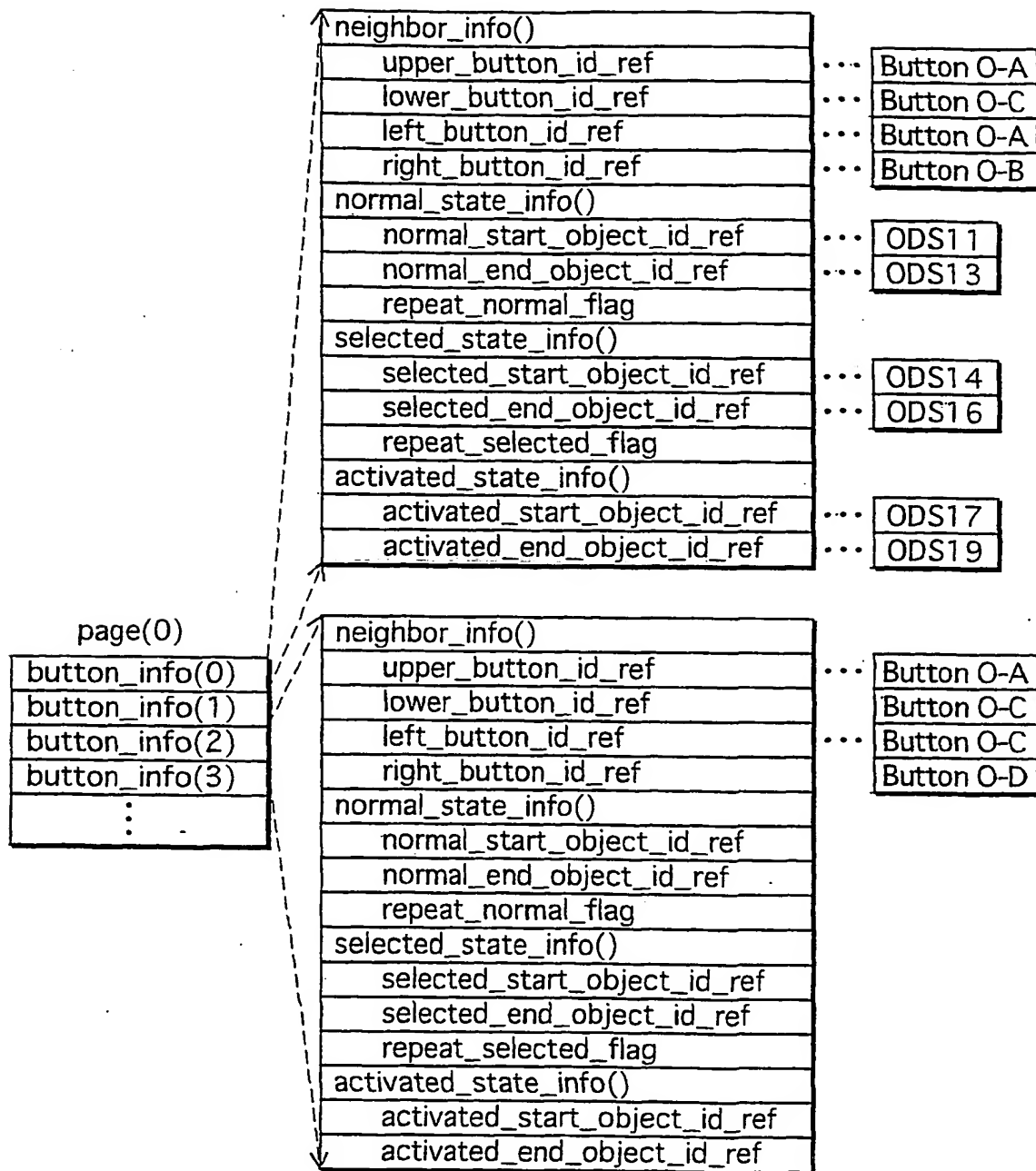


FIG.19

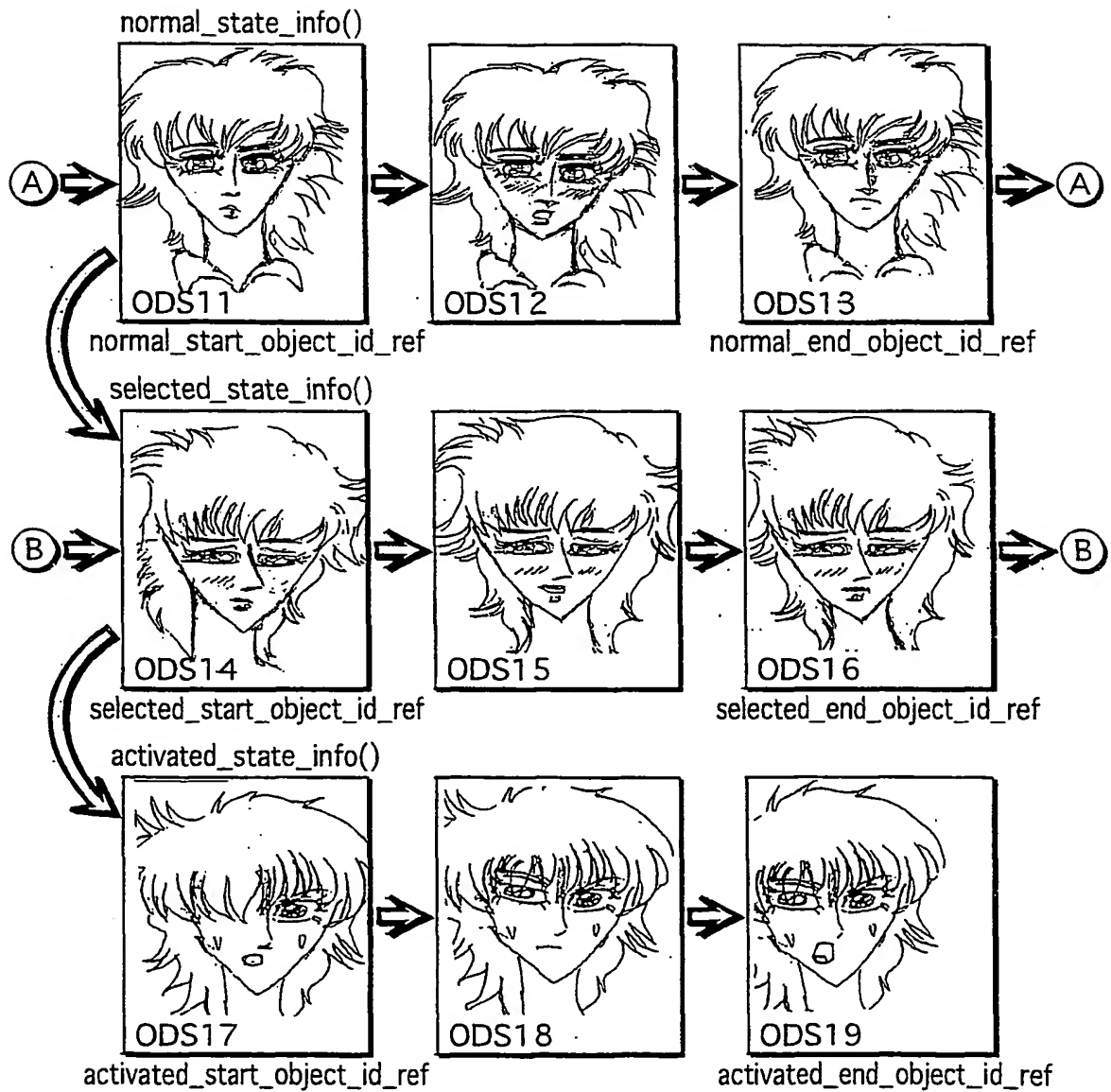
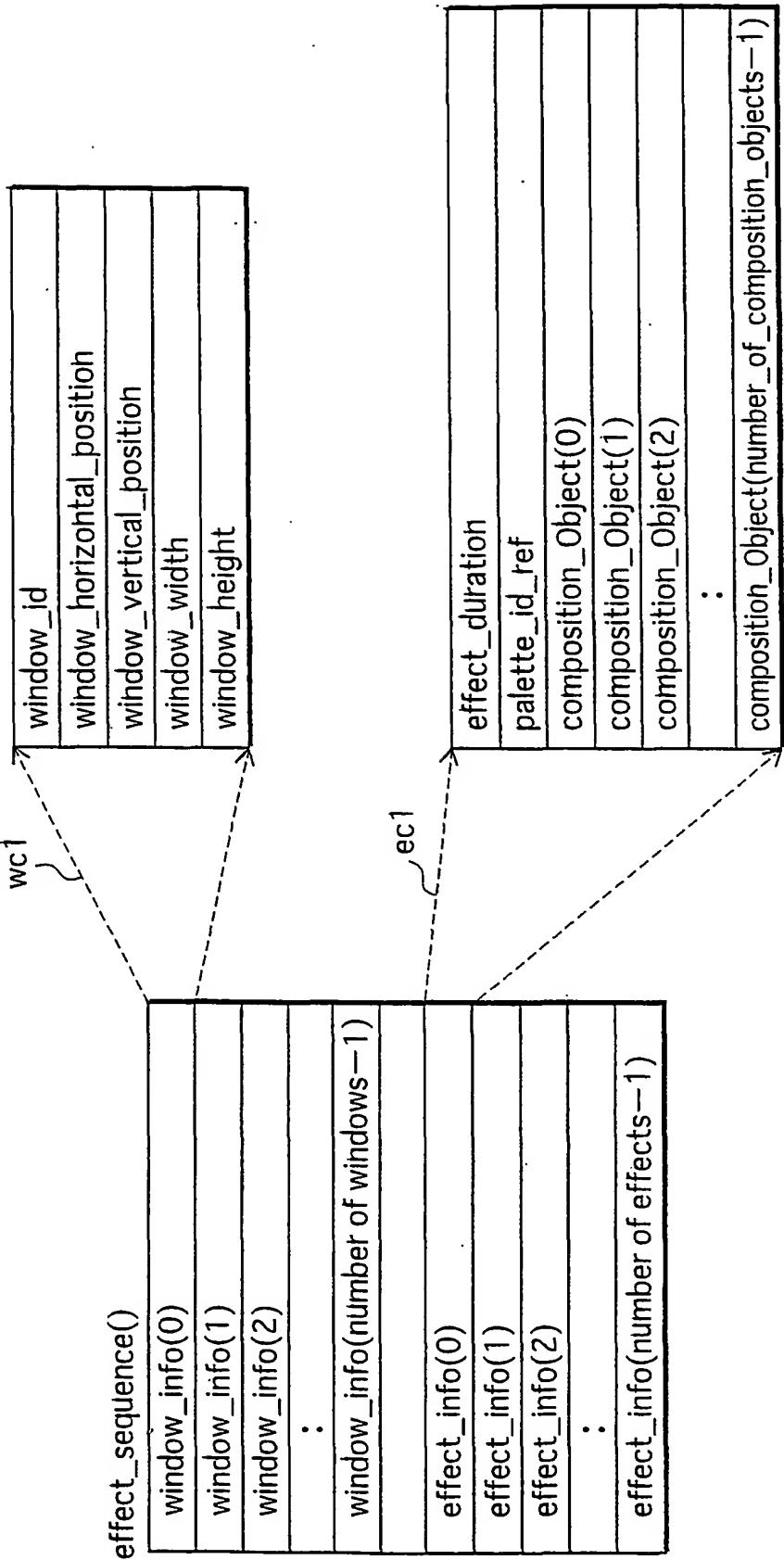


FIG.20



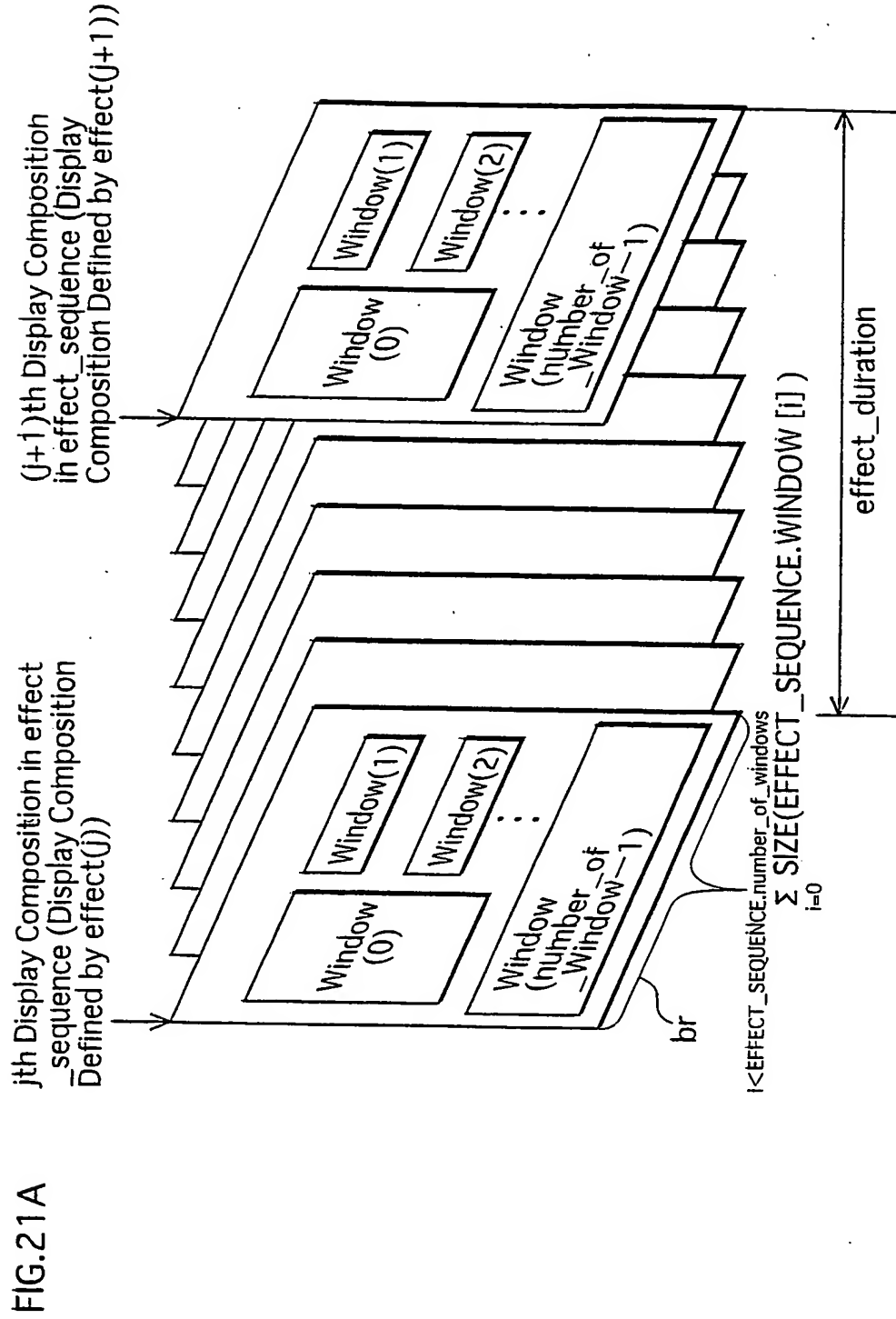


FIG.21B

$$\text{effect\_duration} \geq \text{ceil} \left( \left( 90000 * \sum_{i=0}^{I < \text{EFFECT\_SEQUENCE.number\_of\_windows}} \text{SIZE}(\text{EFFECT\_SEQUENCE.WINDOW}[i]) \right) / (128 * 10^6) \right)$$

FIG.22

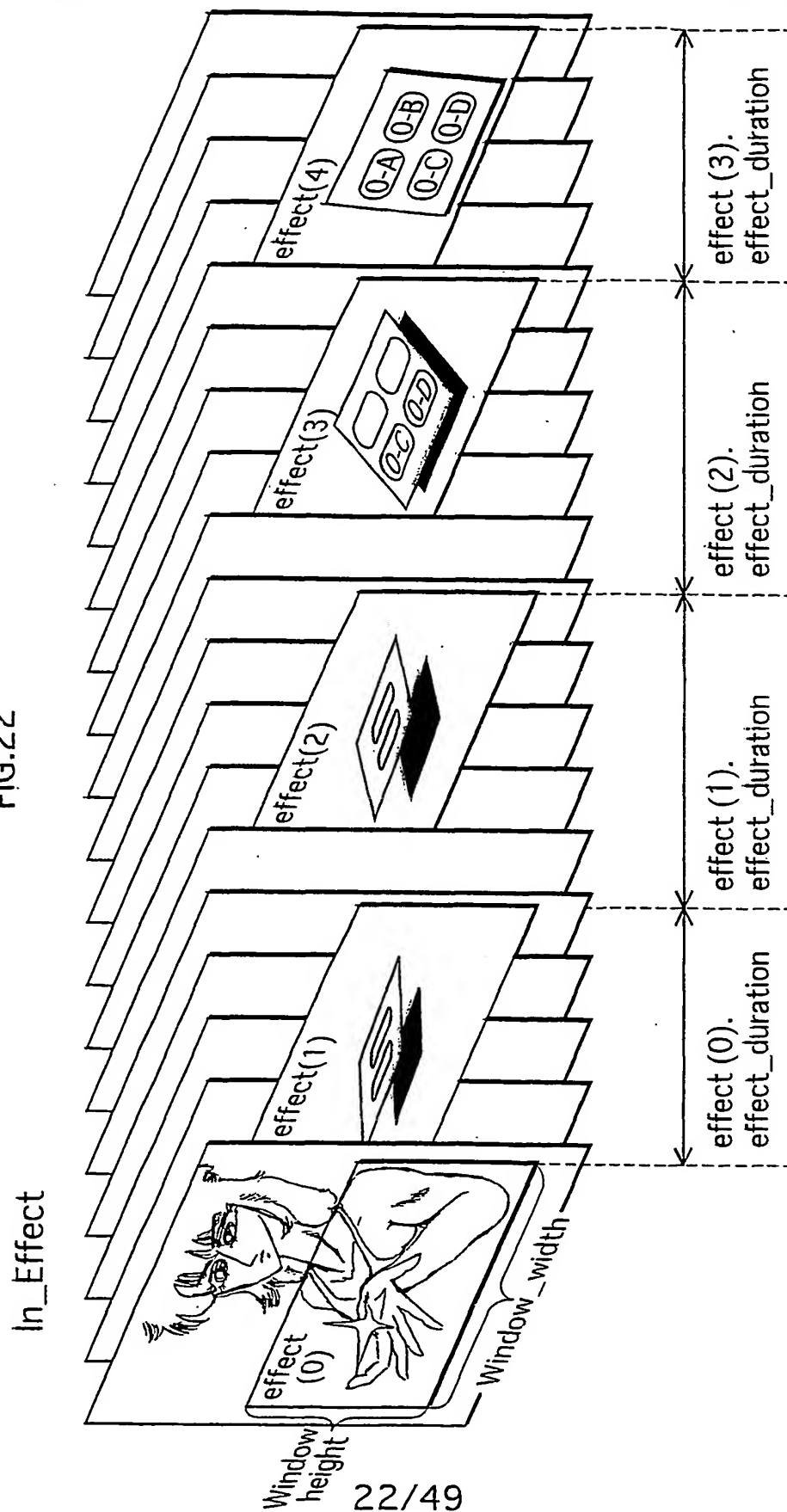
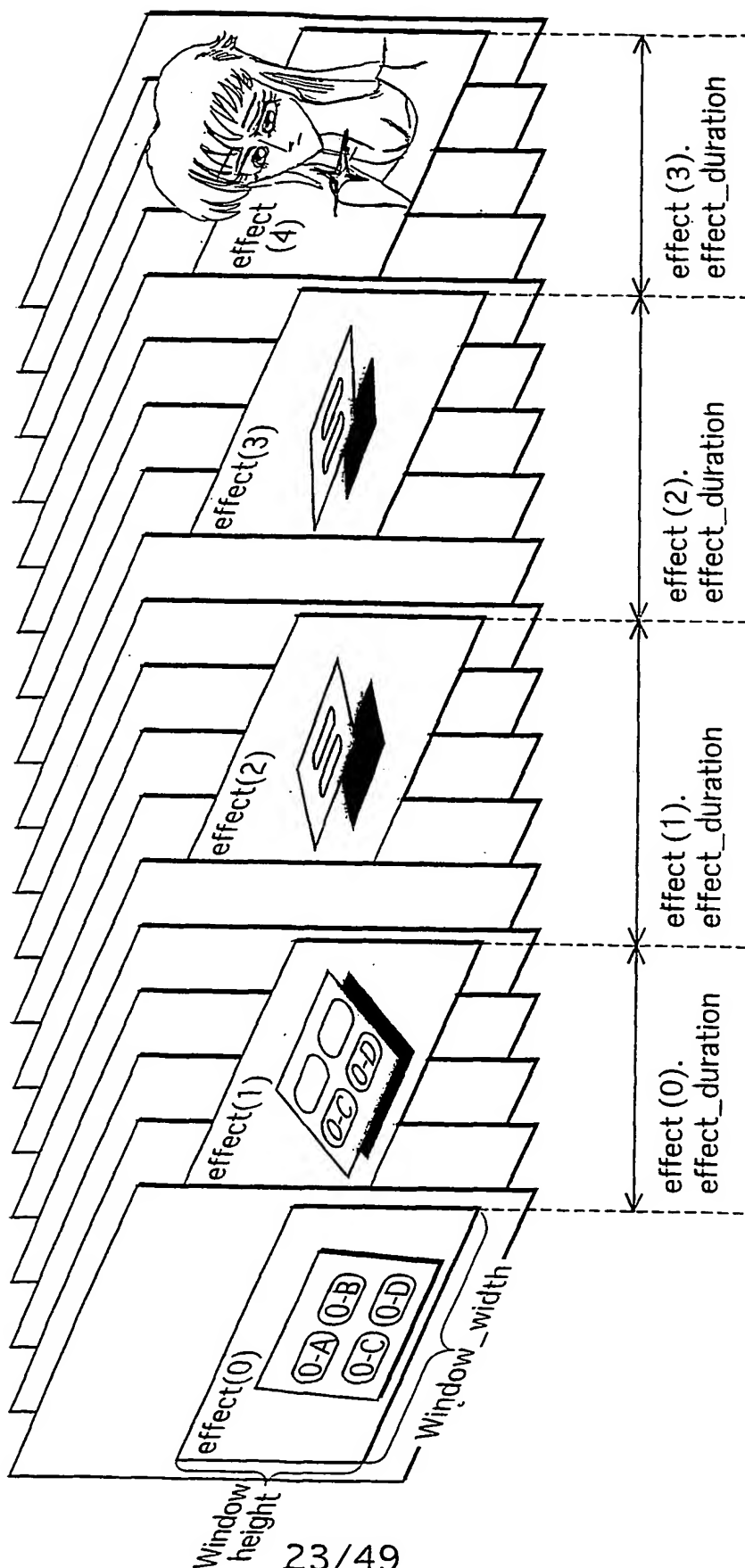


FIG.23

Out\_Effect



Window  
height

FIG.24

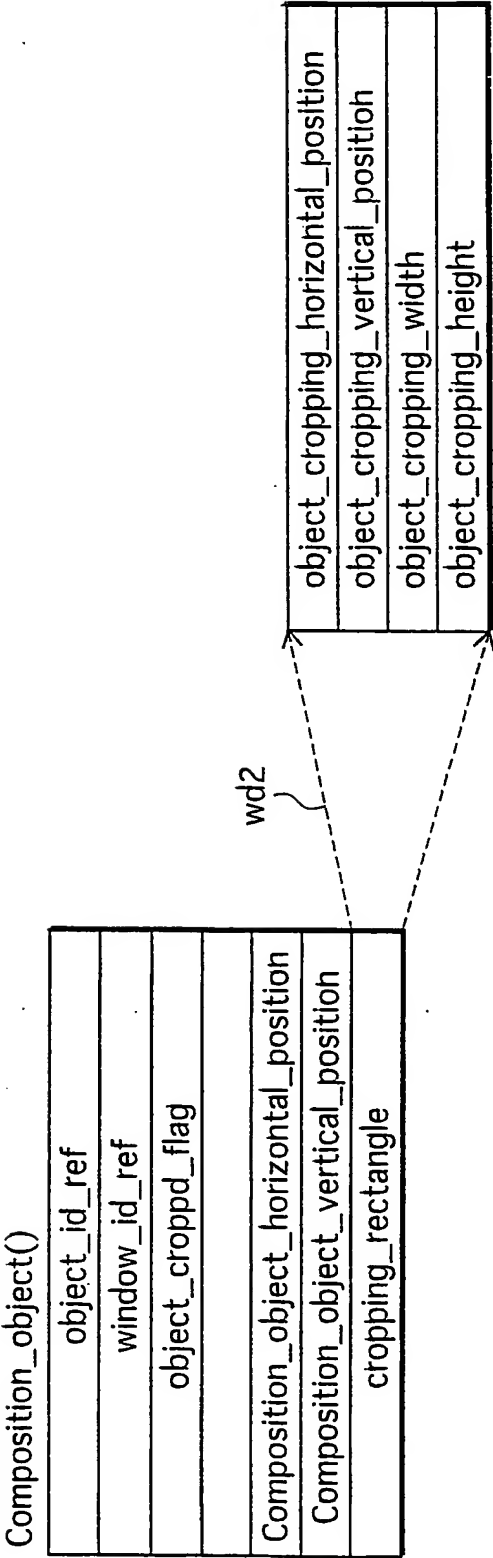




FIG.25

In\_Effect

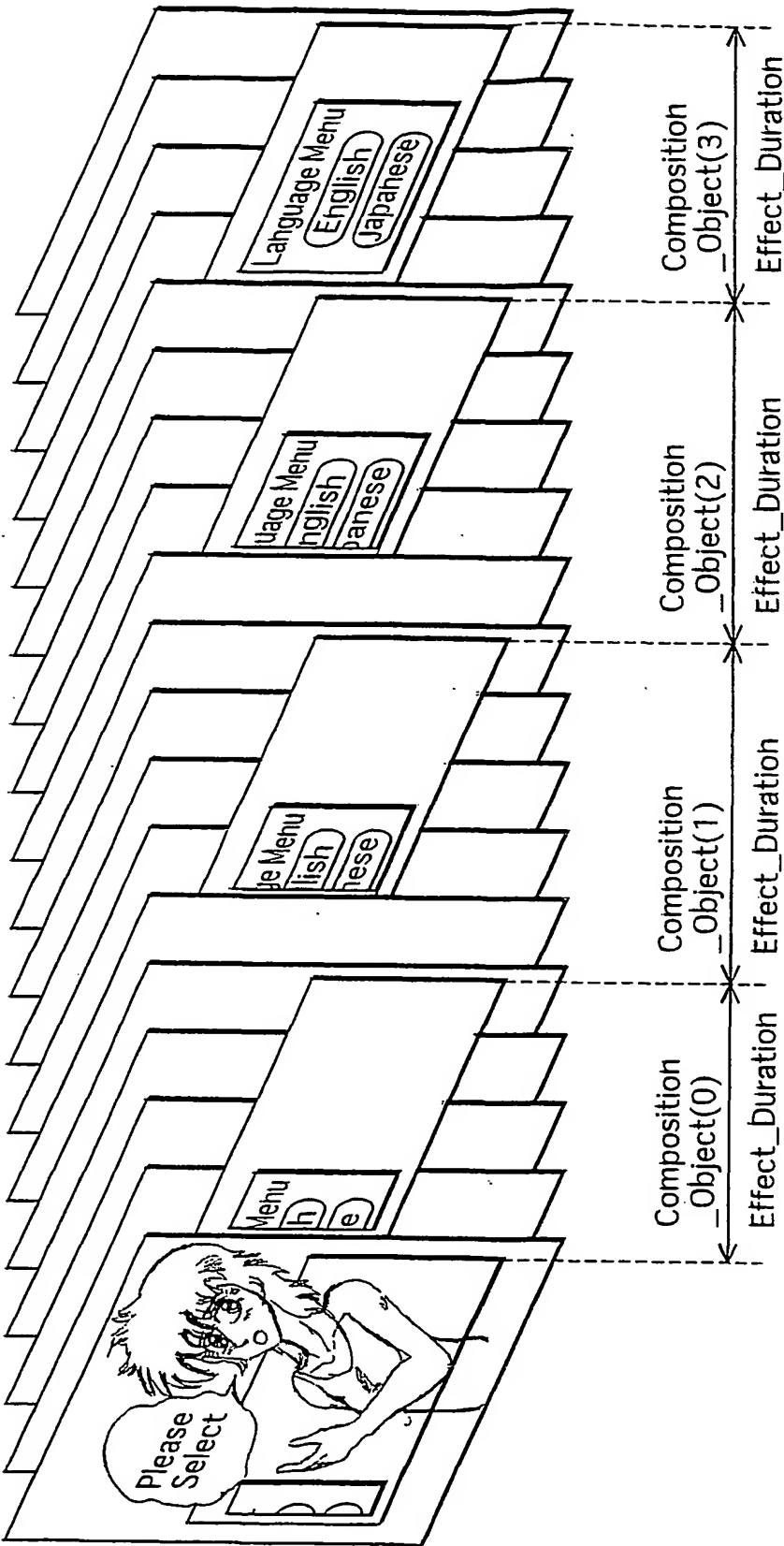


FIG.26

Composition\_Object(0) Setting

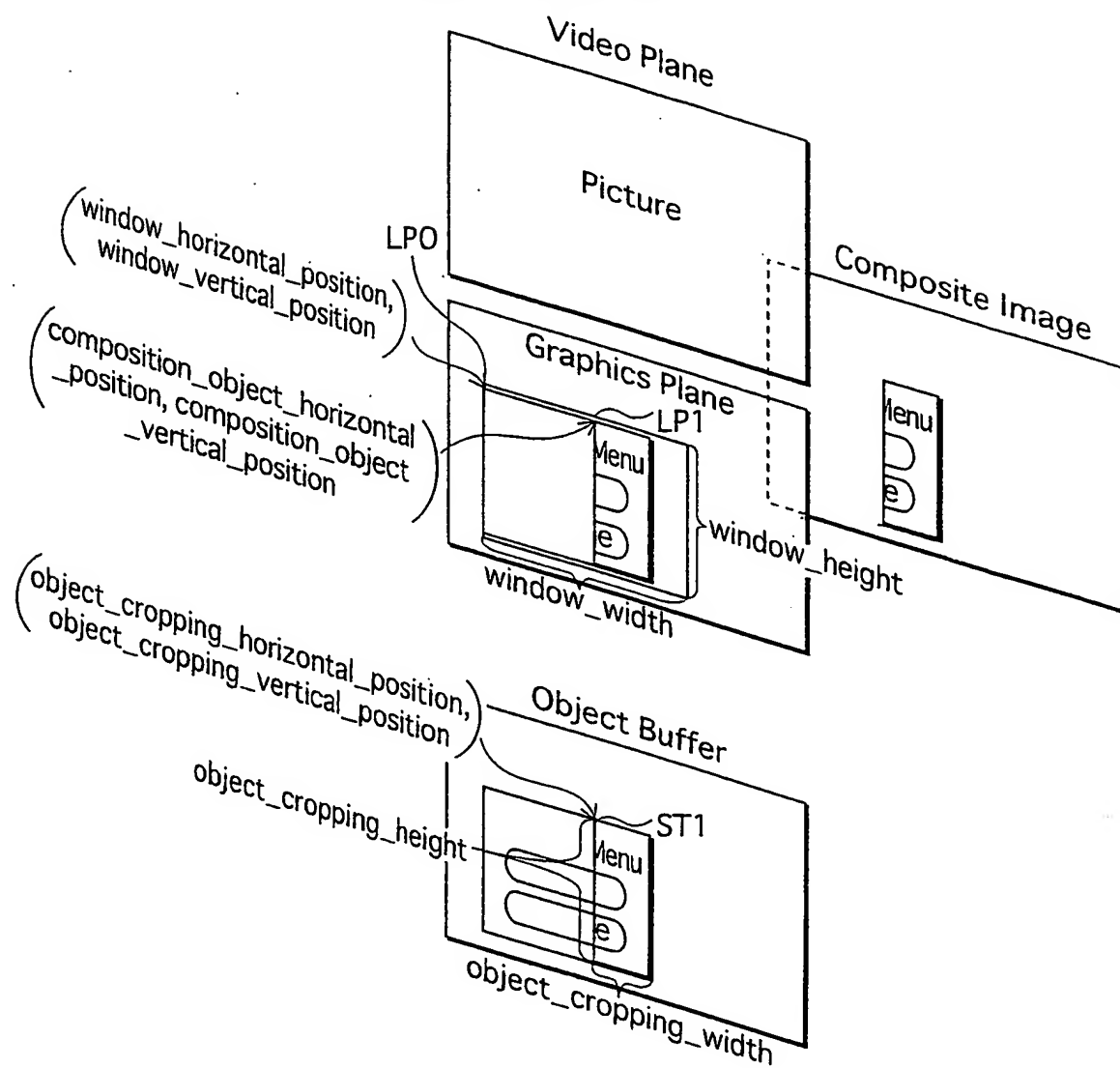


FIG.27

## Composition\_Object(1) Setting

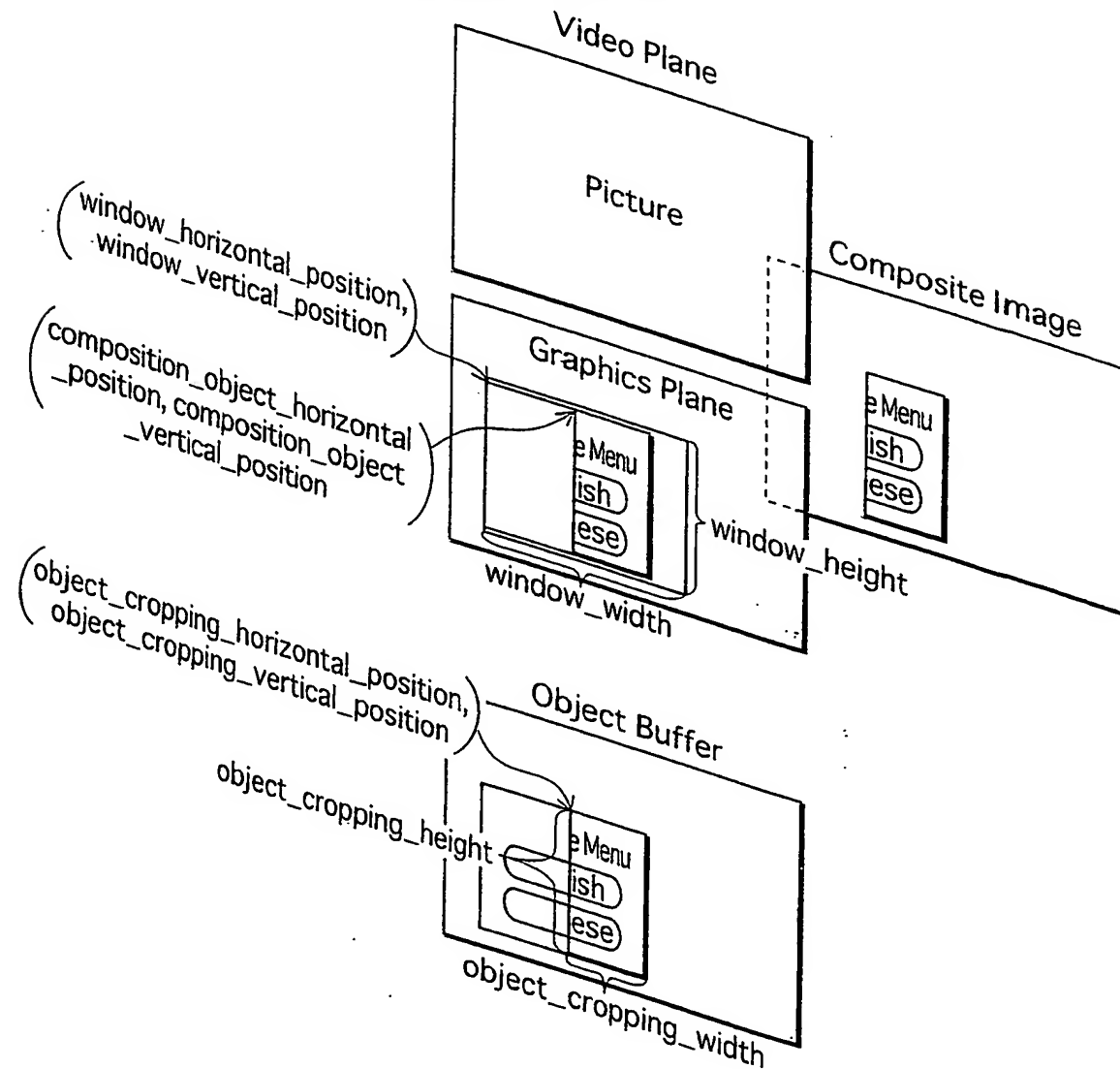


FIG.28

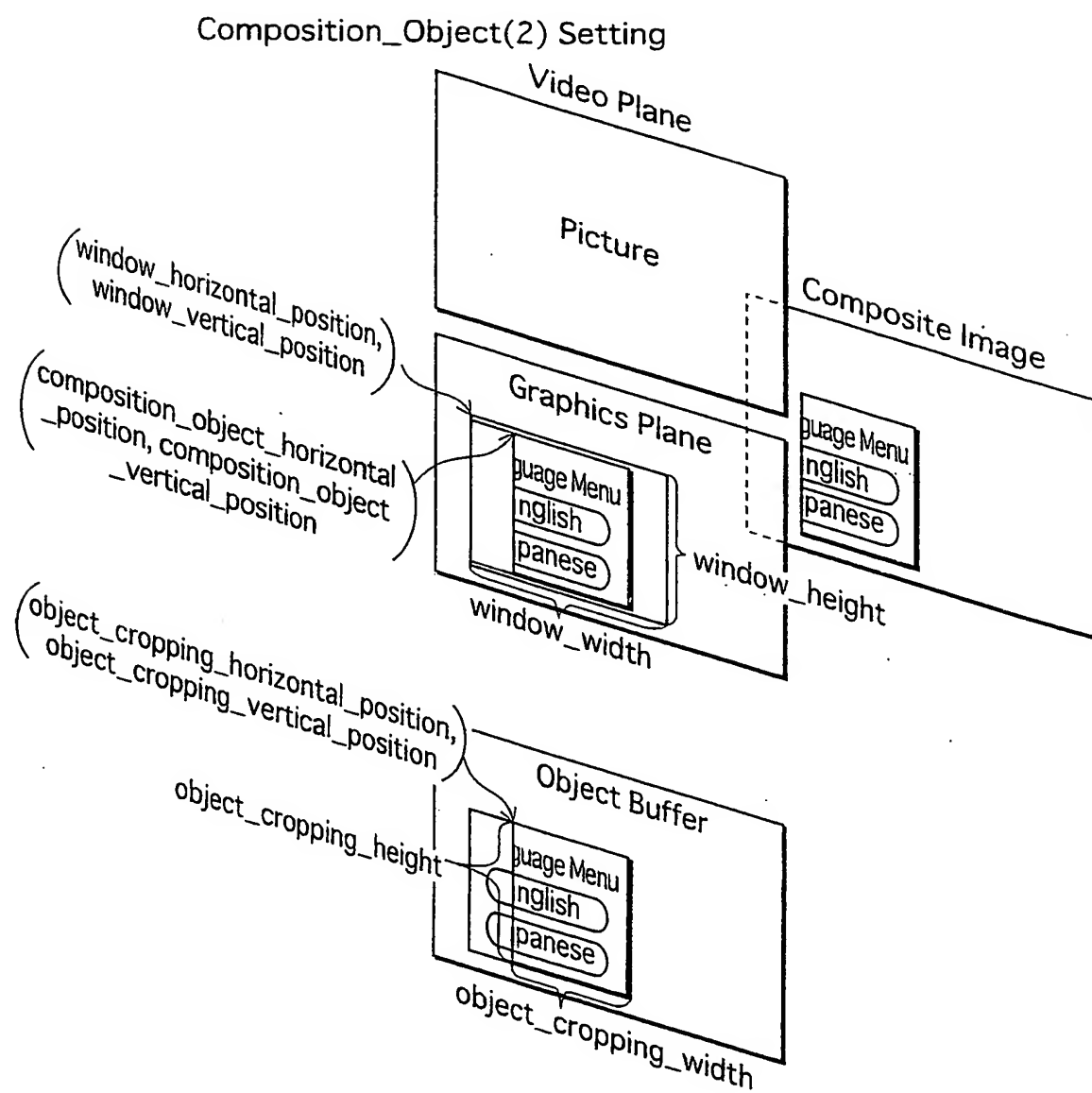


FIG.29

## Composition\_Object(3) Setting

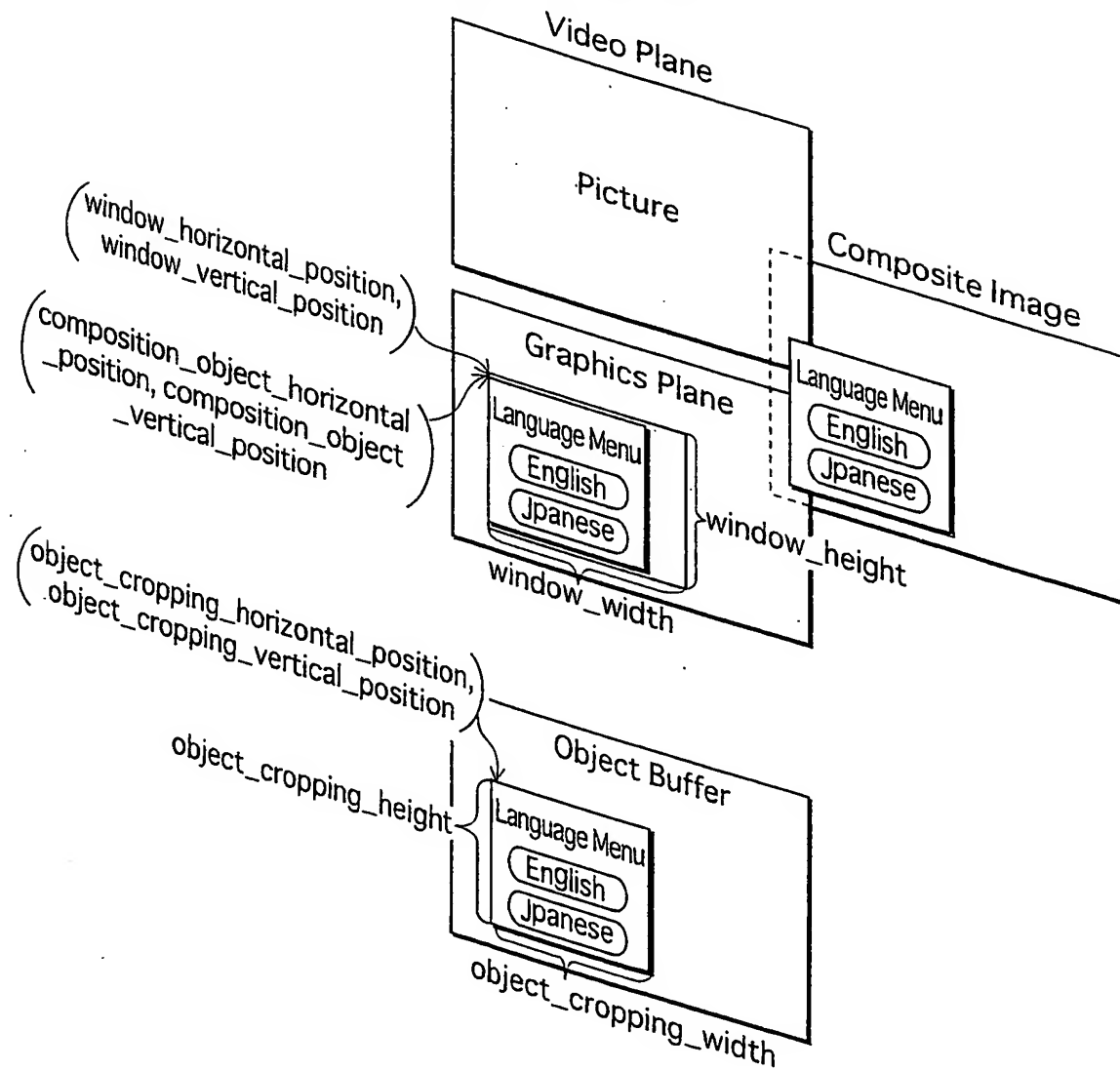


FIG.30

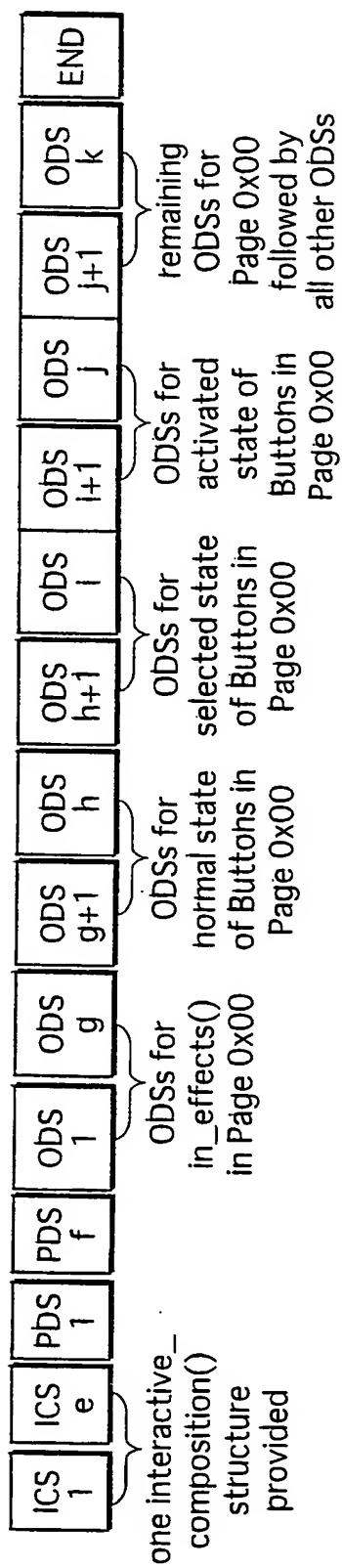


FIG.31

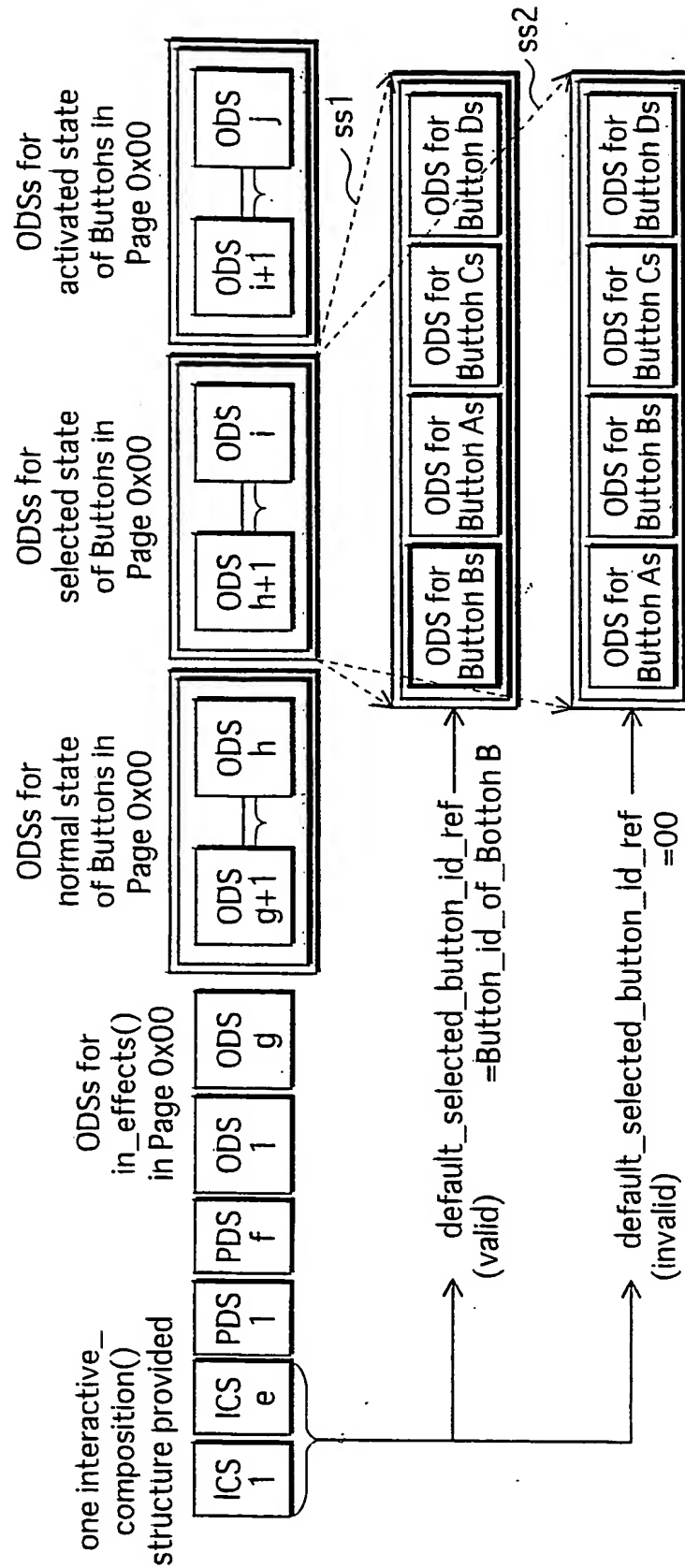


FIG.32A

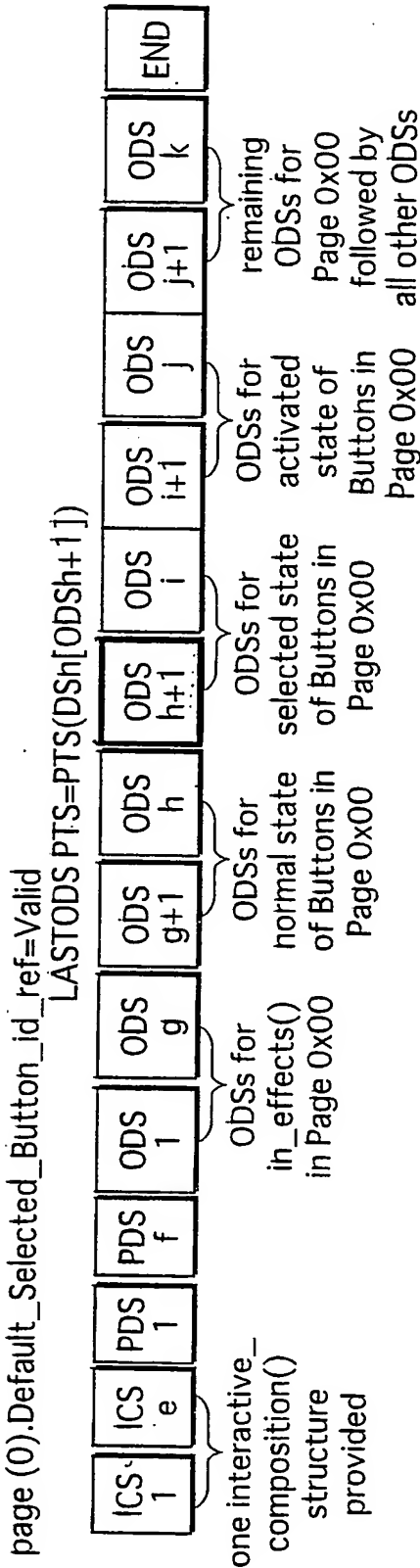
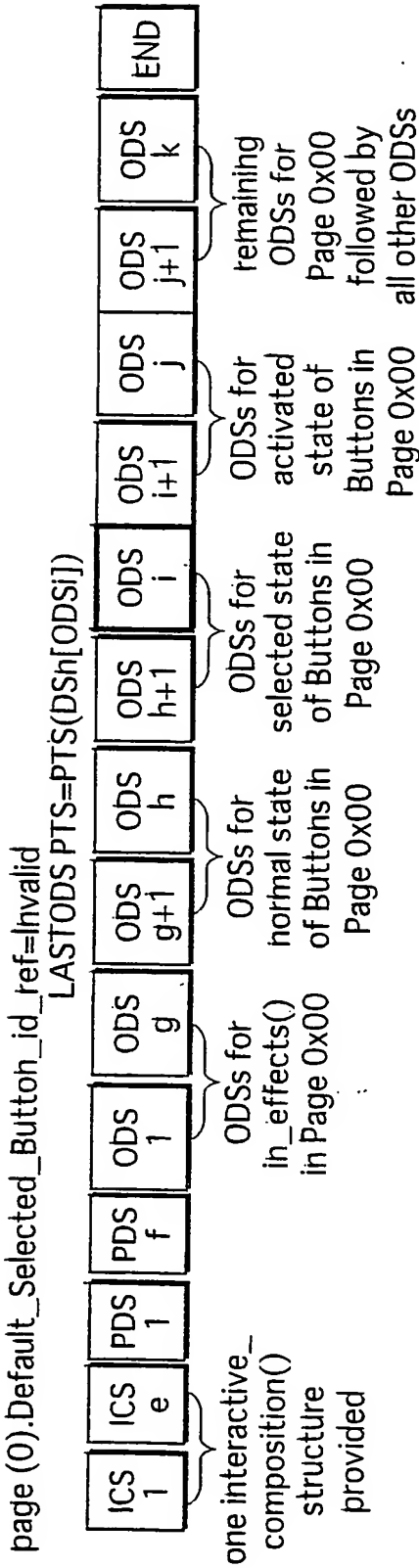


FIG.32B





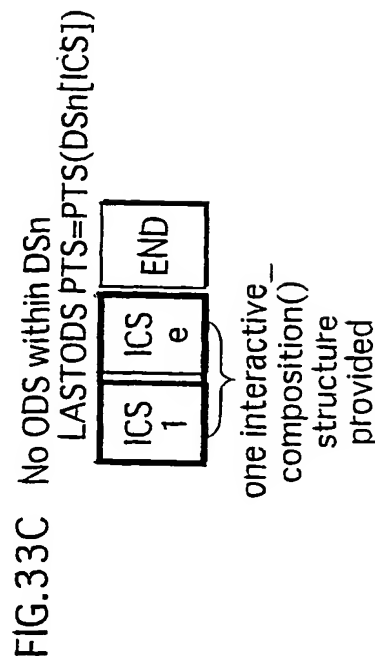
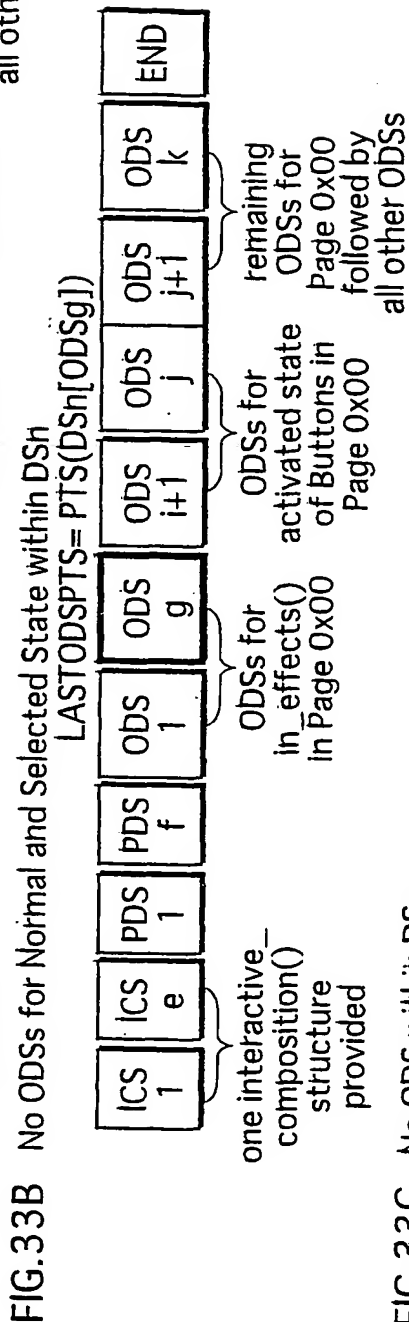
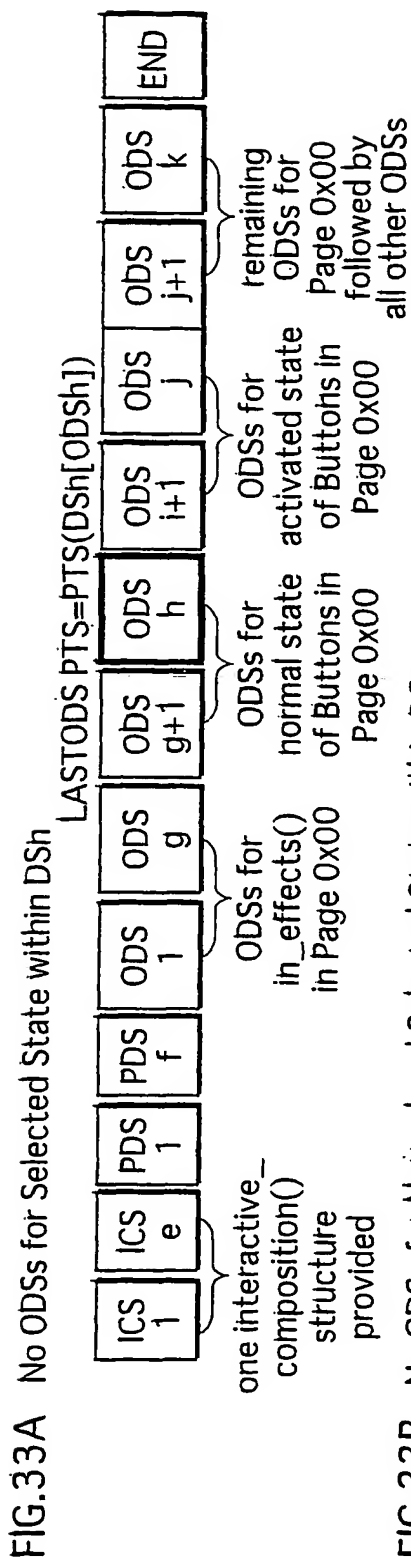


FIG.34A  $PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- $DECODEDURATION(DS_n)$  is calculated as follows :
- ```

if(  $DS_n[ICS]. composition\_state == EPOCH\_START$  )
    return(  $\max(LASTODSPTS(DS_n) - DTS(DS_n[ICS]), PLANECLEAR TIME(DS_n))$  )
else
    return(  $LASTODSPTS(DS_n) - DTS(DS_n[ICS])$  )

```

FIG.34B  $DTS(DS_n[ICS])$

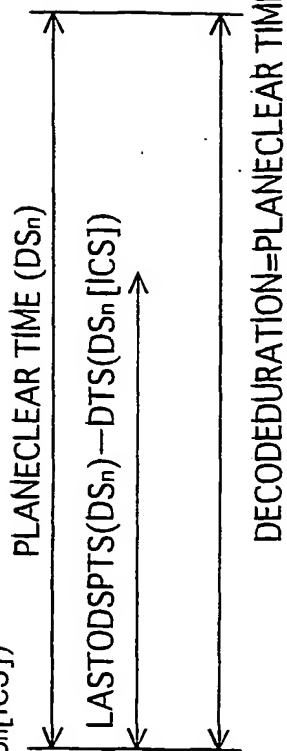


FIG.34C  $DTS(DS_n[ICS])$

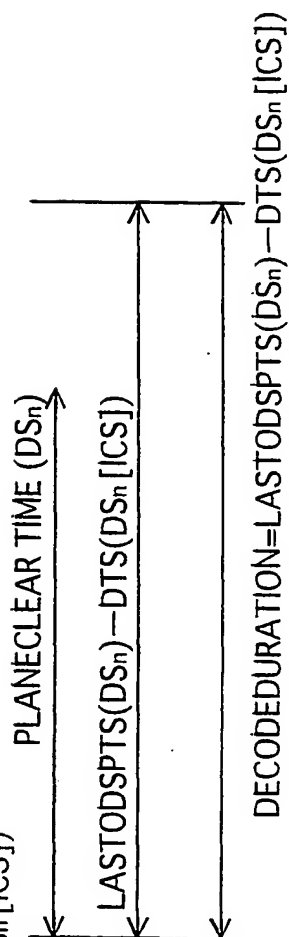


FIG.35A

Where :

$$\text{EFFECTTTD}(DS_n) = \text{ceil} \left( \left( \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{IN\_EFFECTS.number\_of\_windows}} \text{SIZE}(DS_n[\text{ICS}].\text{PAGE}[0].\text{IN\_EFFECTS.WINDOW}[i]) \right) / (128 * 10^6) \right)$$

FIG.35B

$$\text{PAGEDEFAULTTTD}(DS_n) = \text{ceil} \left( \left( \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{number\_of\_button}} \left( \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{button}) - \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{default\_selected\_button\_id\_ref}) + \text{SBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{default\_selected\_button\_id\_ref}) \right) \right) / (128 * 10^6) \right)$$

FIG.35C

$$\text{PAGENODEFAULTTTD}(DS_n) = \text{ceil} \left( \left( \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{number\_of\_button}} \left( \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{button}) + \text{BSIZE}(DS_n, \text{LRG}\{\text{button} : \text{button} \in DS_n[\text{ICS}].\text{PAGE}[0].\text{button}\}) - \text{NBSIZE}(DS_n, \text{LRG}\{\text{button} : \text{button} \in DS_n[\text{ICS}].\text{PAGE}[0].\text{button}\}) \right) \right) / (128 * 10^6) \right)$$

FIG.36

$PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- TRANSFERDURATION ( $DS_n$ ) is calculated as follows :

```

if (  $DS_n[ICS].PAGE[0].IN\_EFFECTS.number\_of\_effects \neq 0$  )
    return EFFECTTD( $DS_n$ )
else if ( $DS_n[ICS].PAGE[0].default\_selected\_button\_id\_ref == 0xFFFF$  )
    return PAGENODEFAULTTD( $DS_n$ )
else
    return PAGEDEFAULTTD( $DS_n$ )

```

FIG. 37

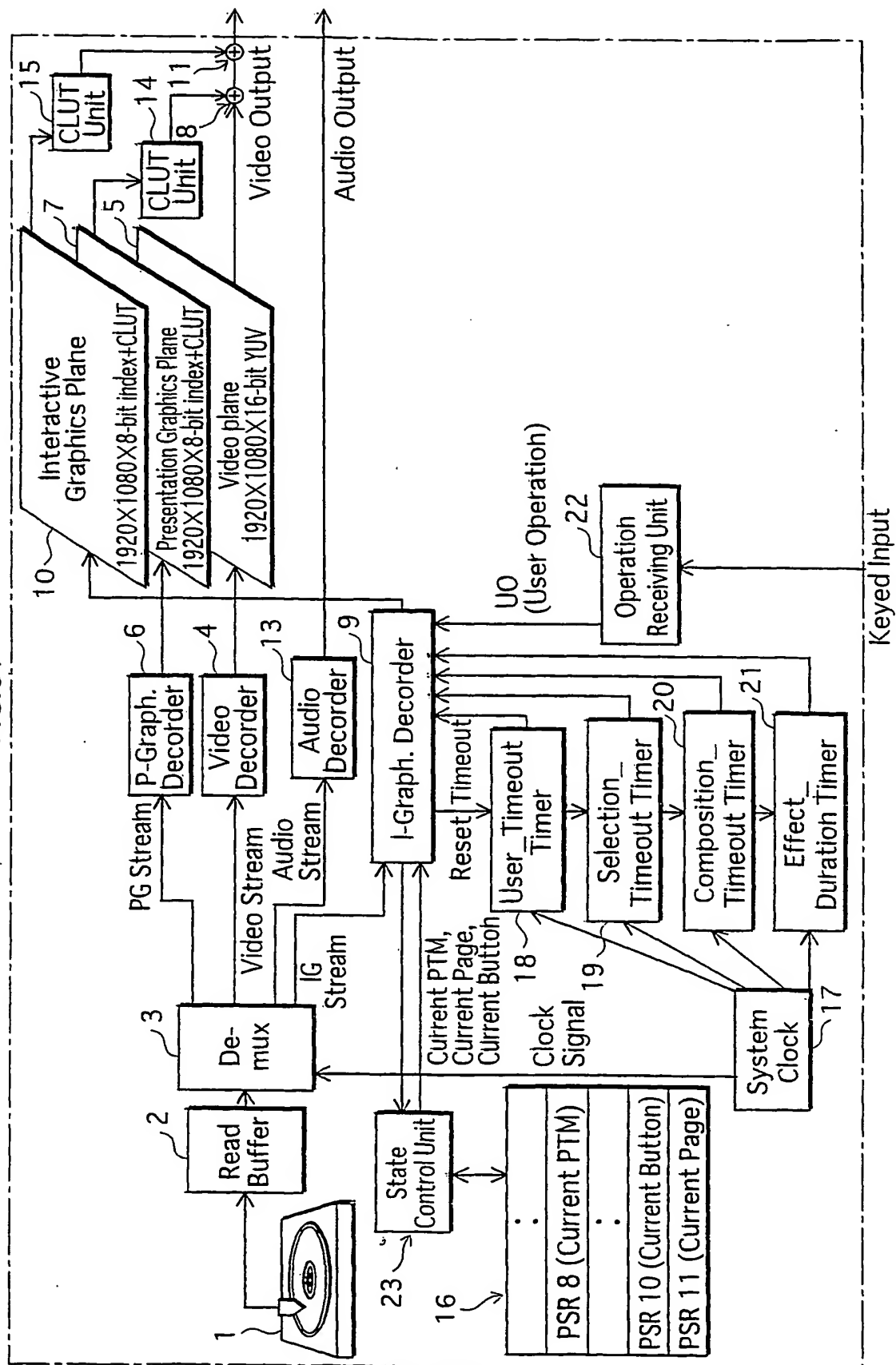


FIG.38A

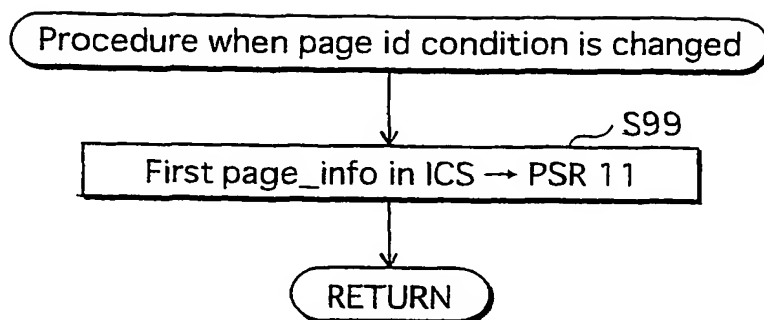


FIG.38B

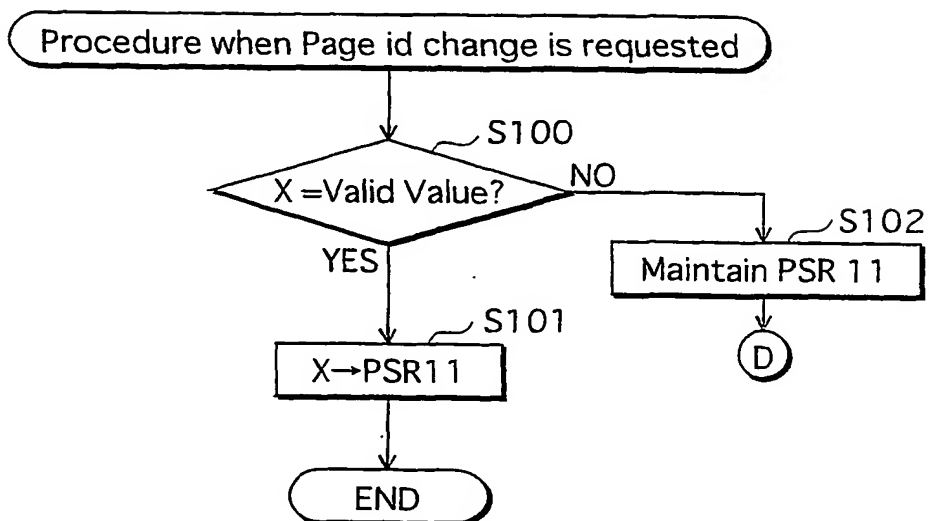


FIG.39A

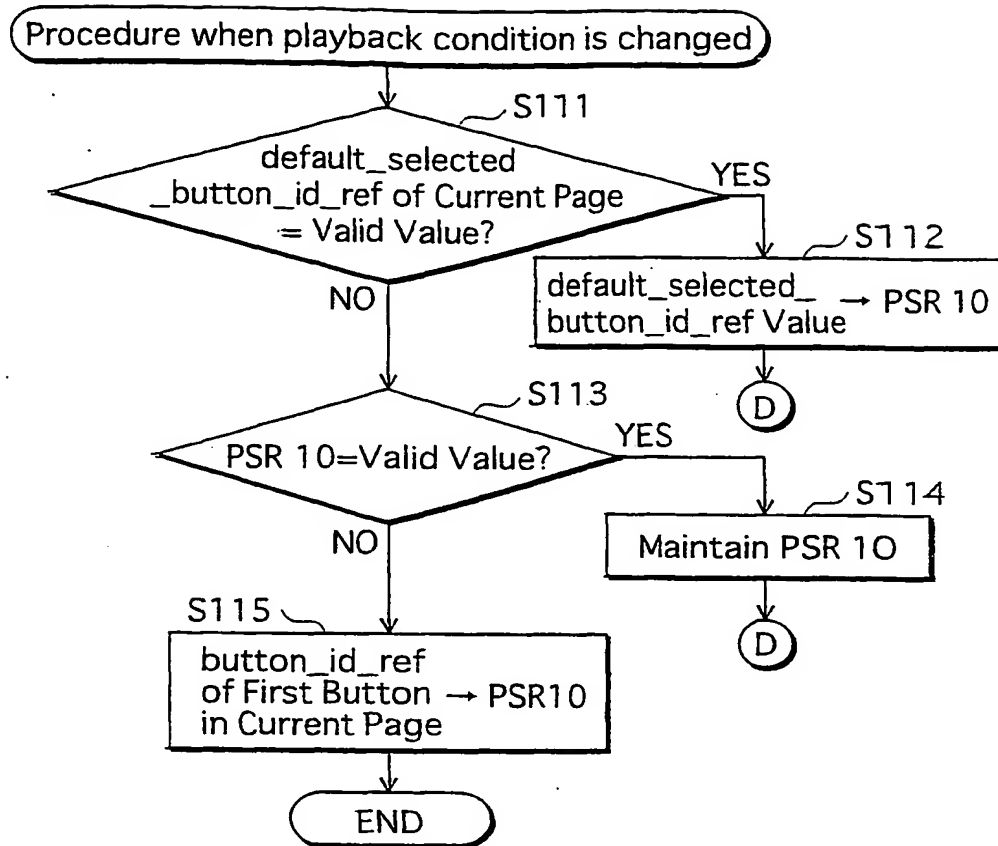


FIG.39B

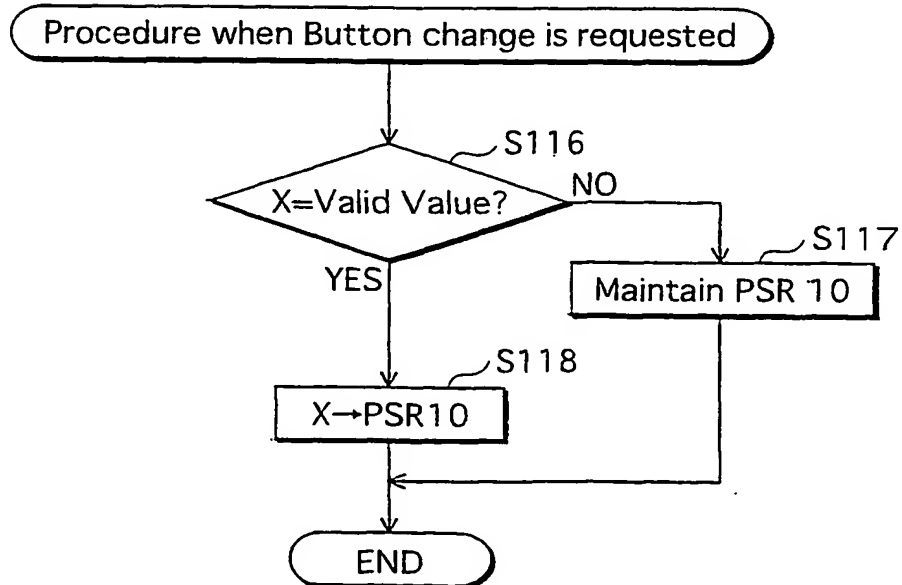
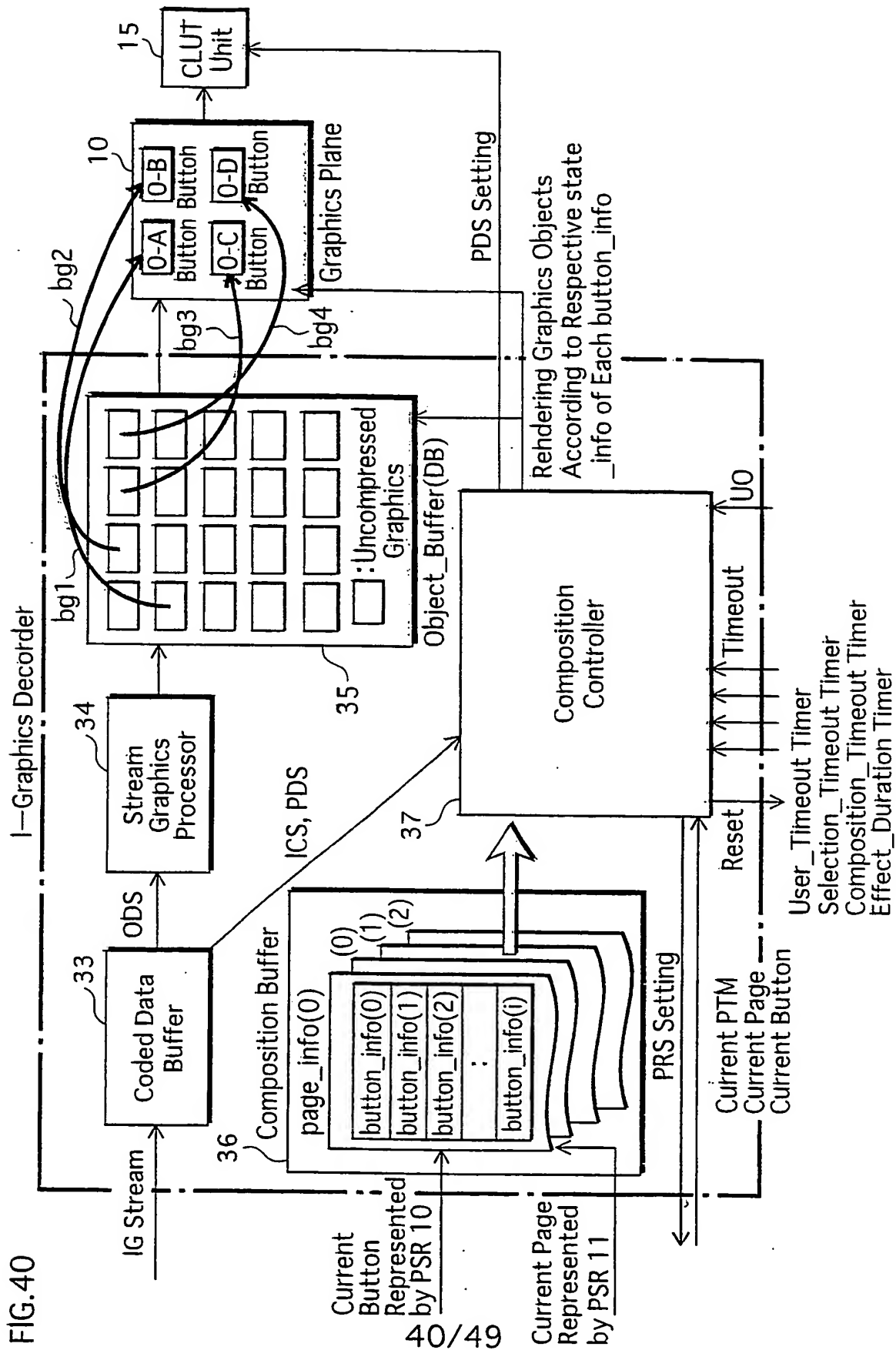


FIG. 40





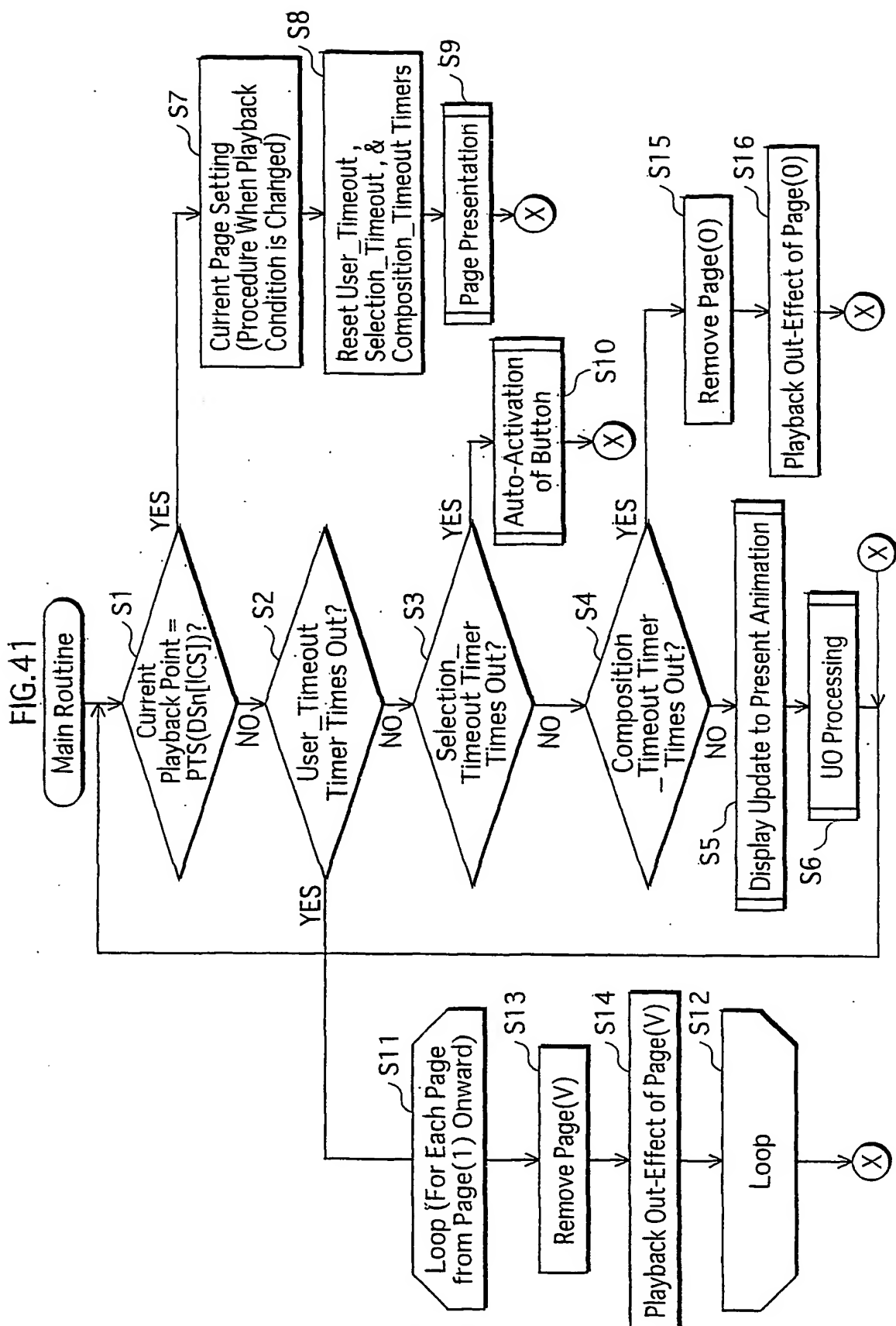


FIG.42

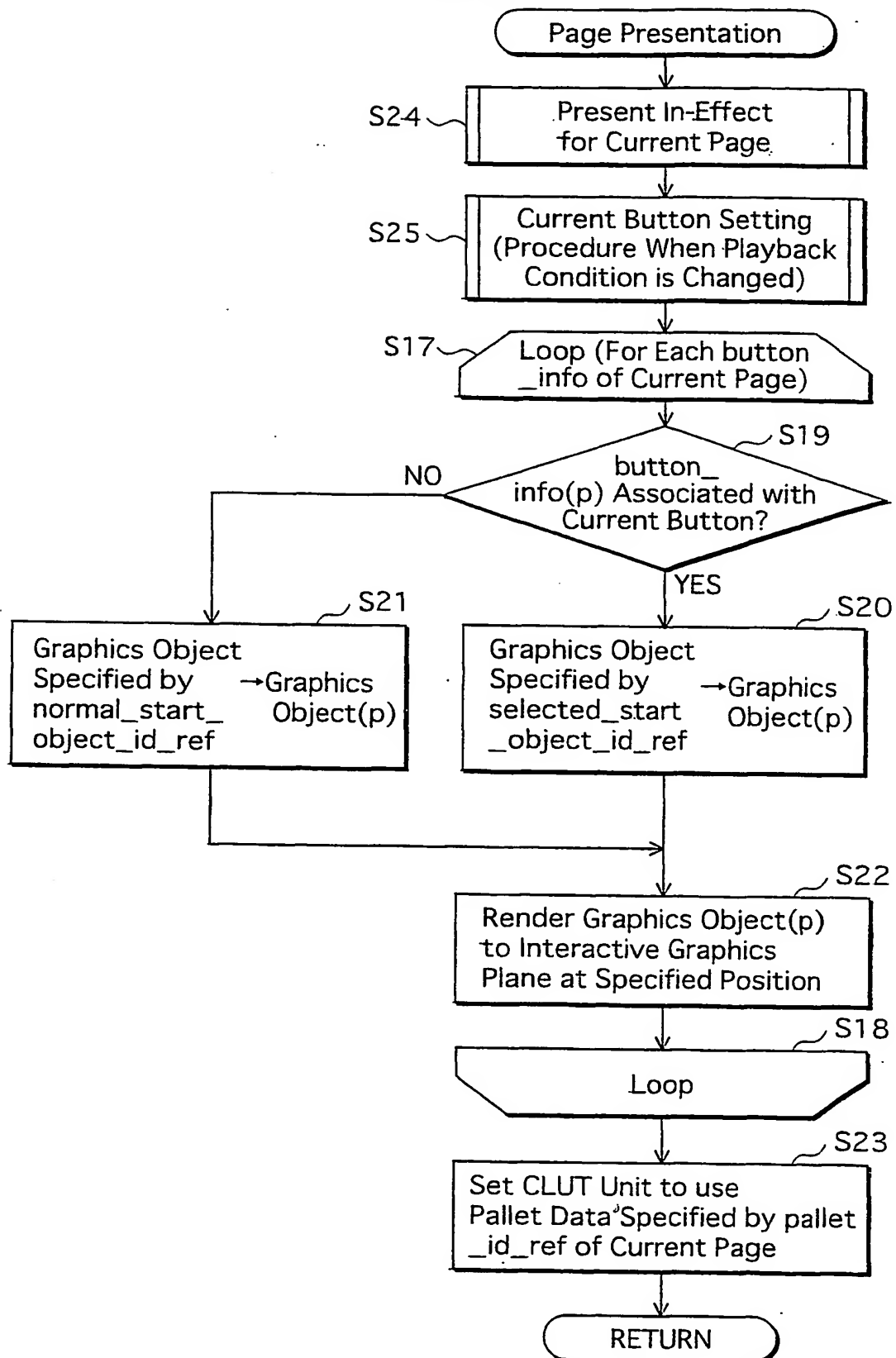


FIG.43

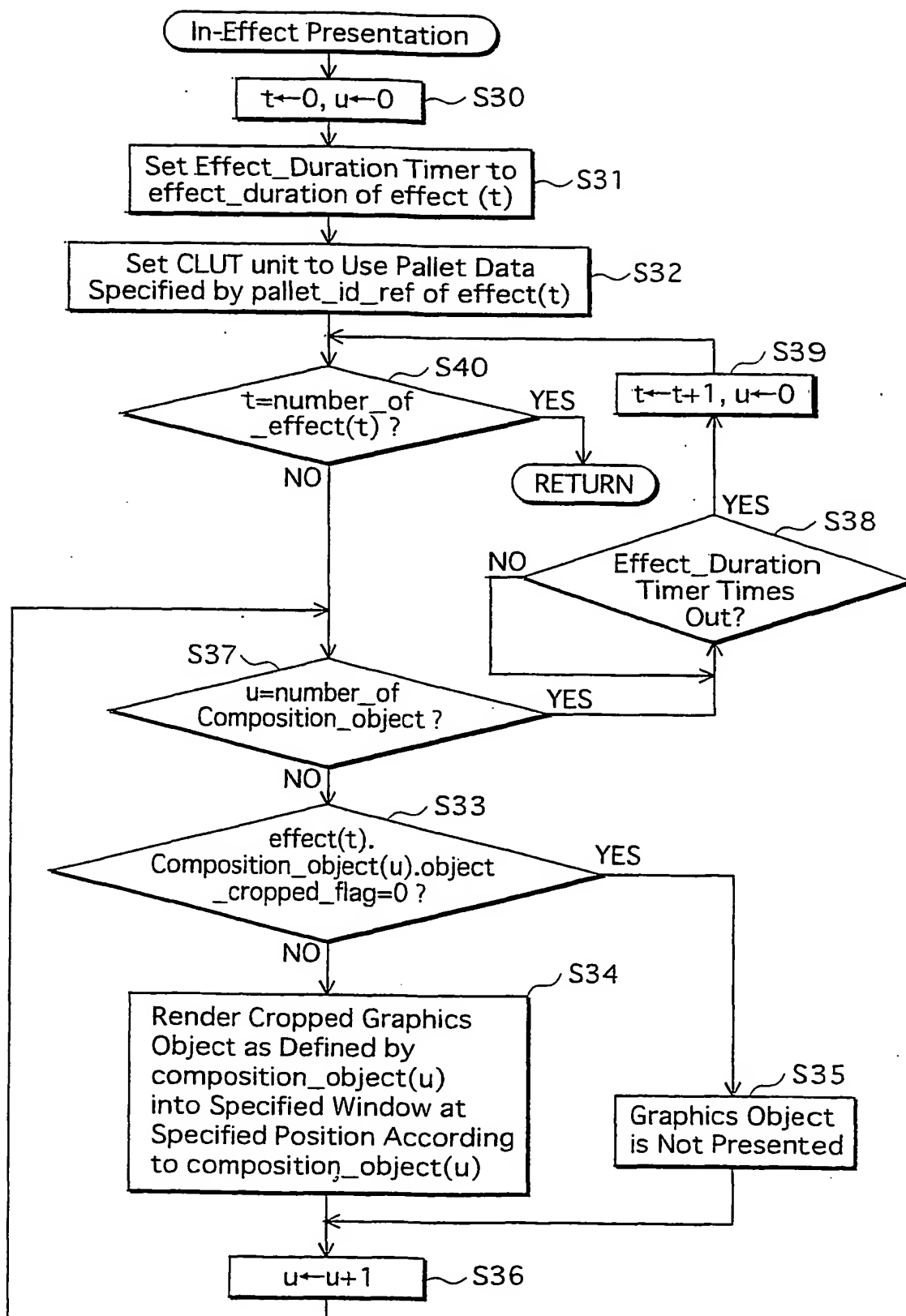


FIG.44

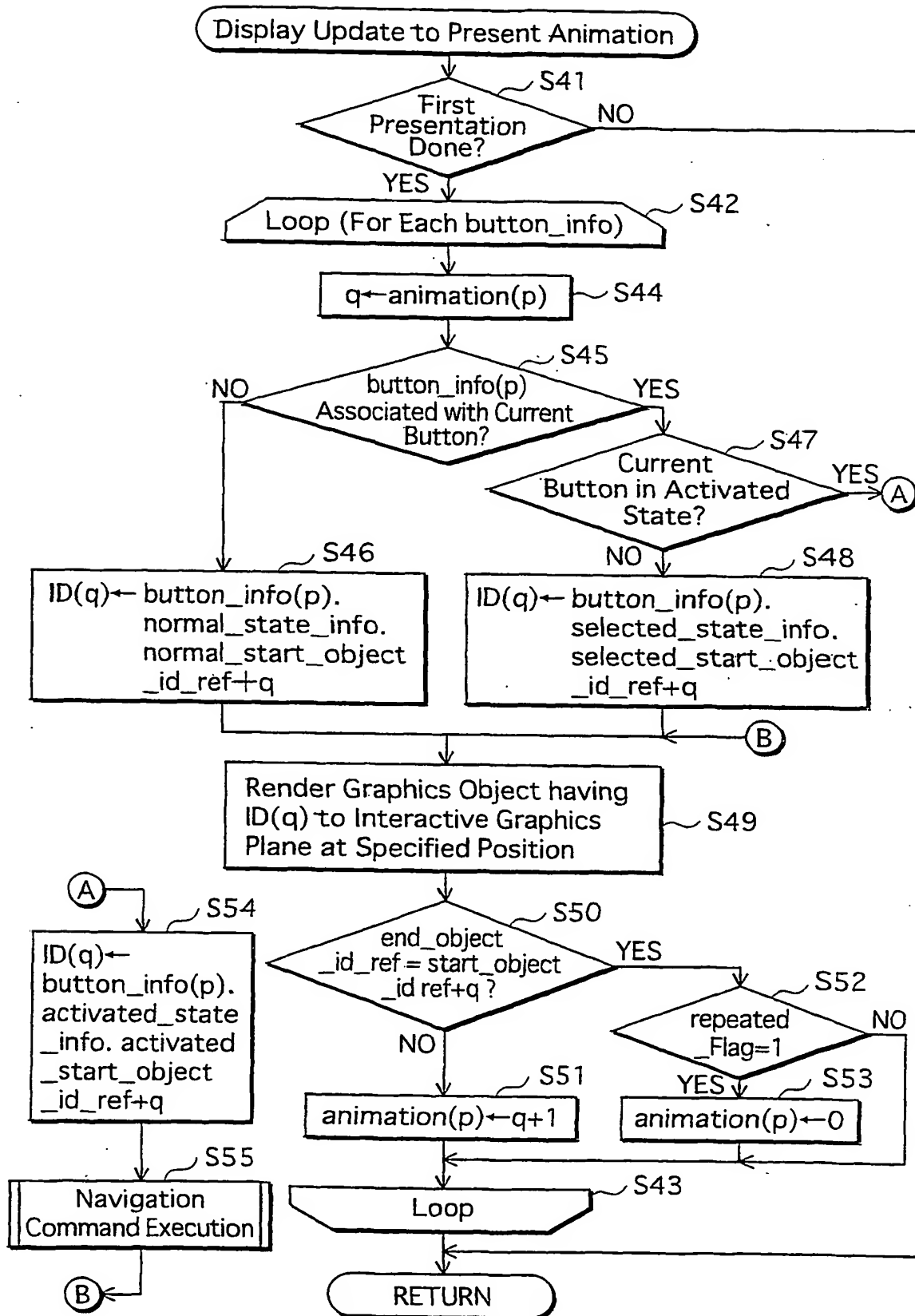


FIG.45

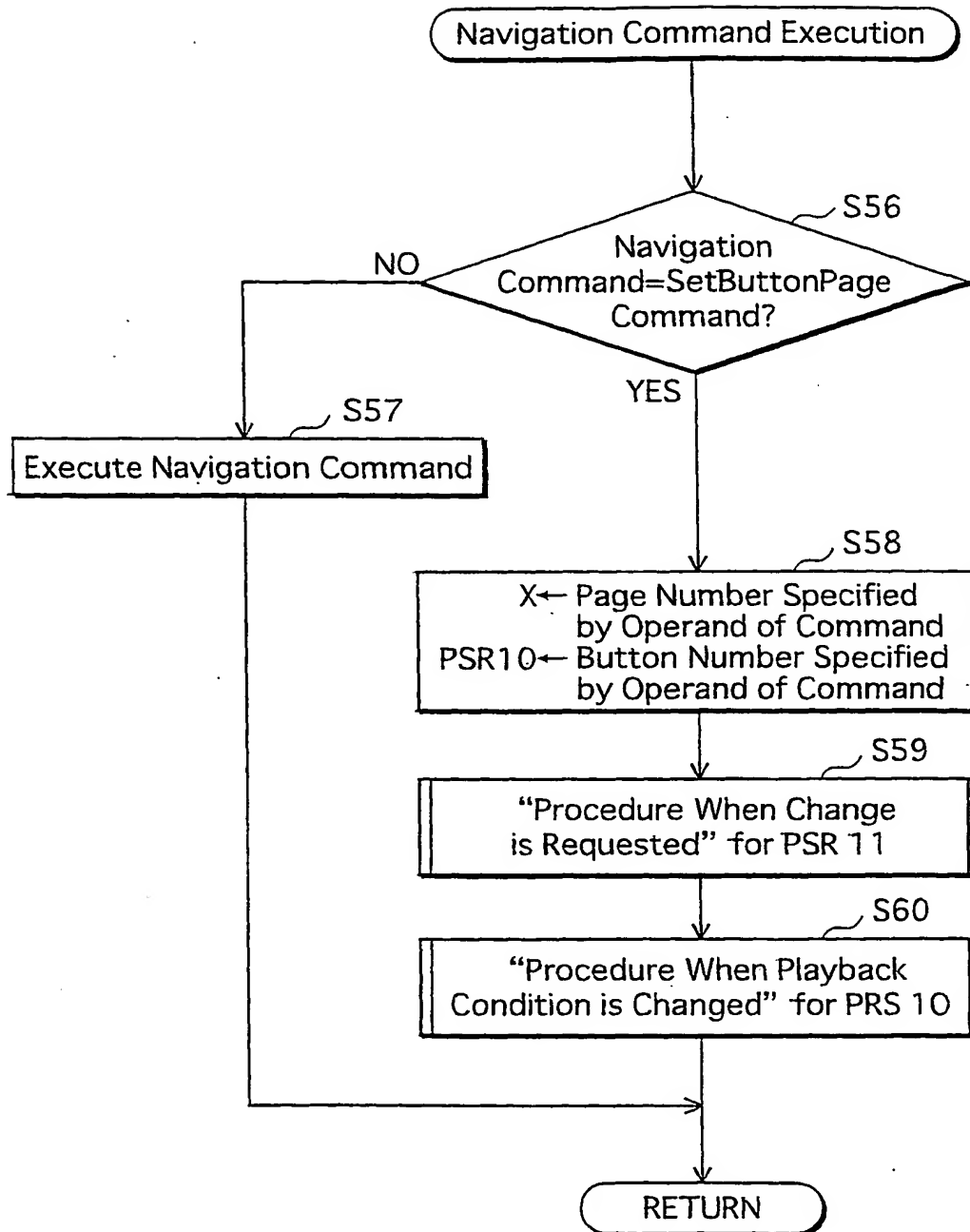


FIG. 46

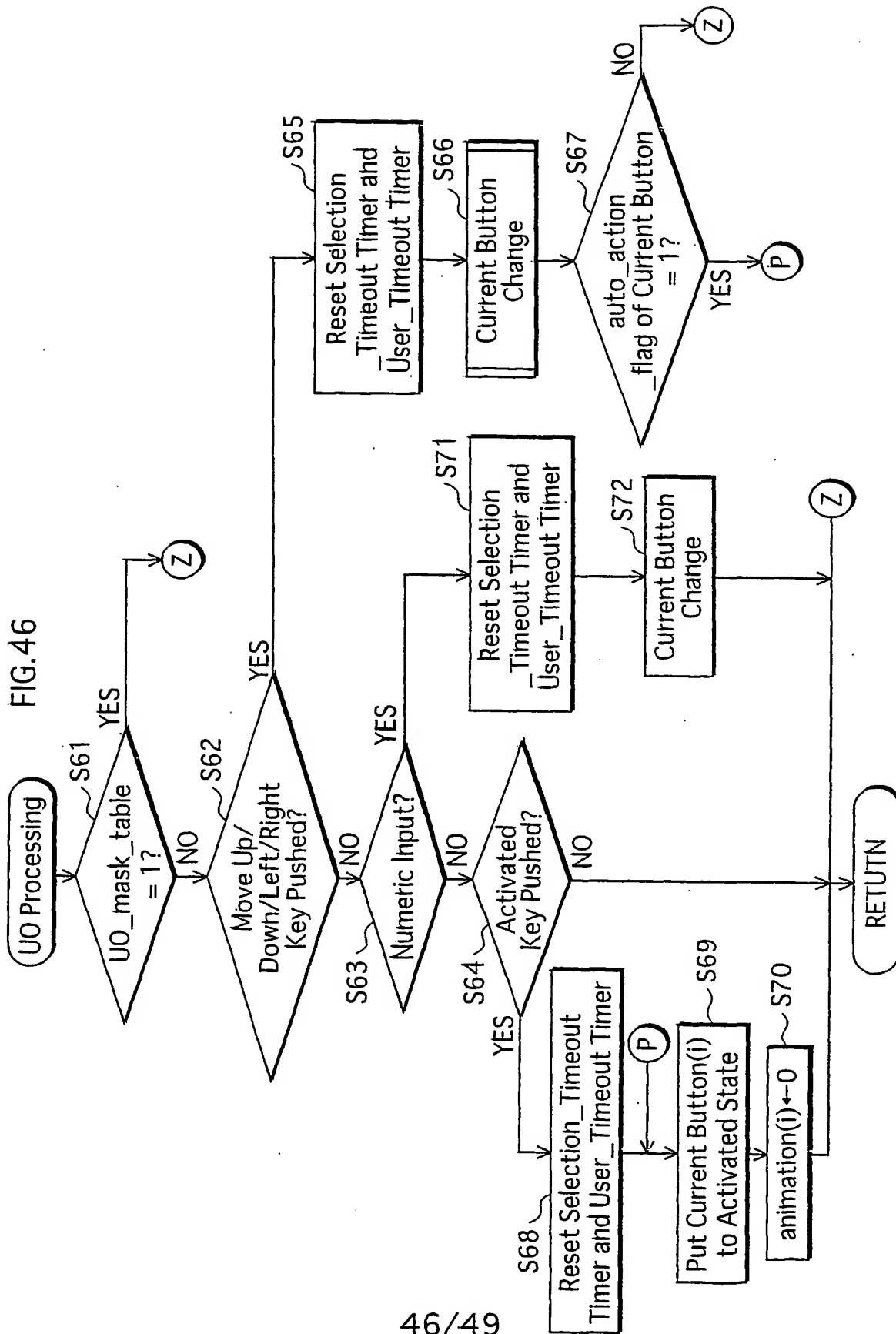


FIG.47

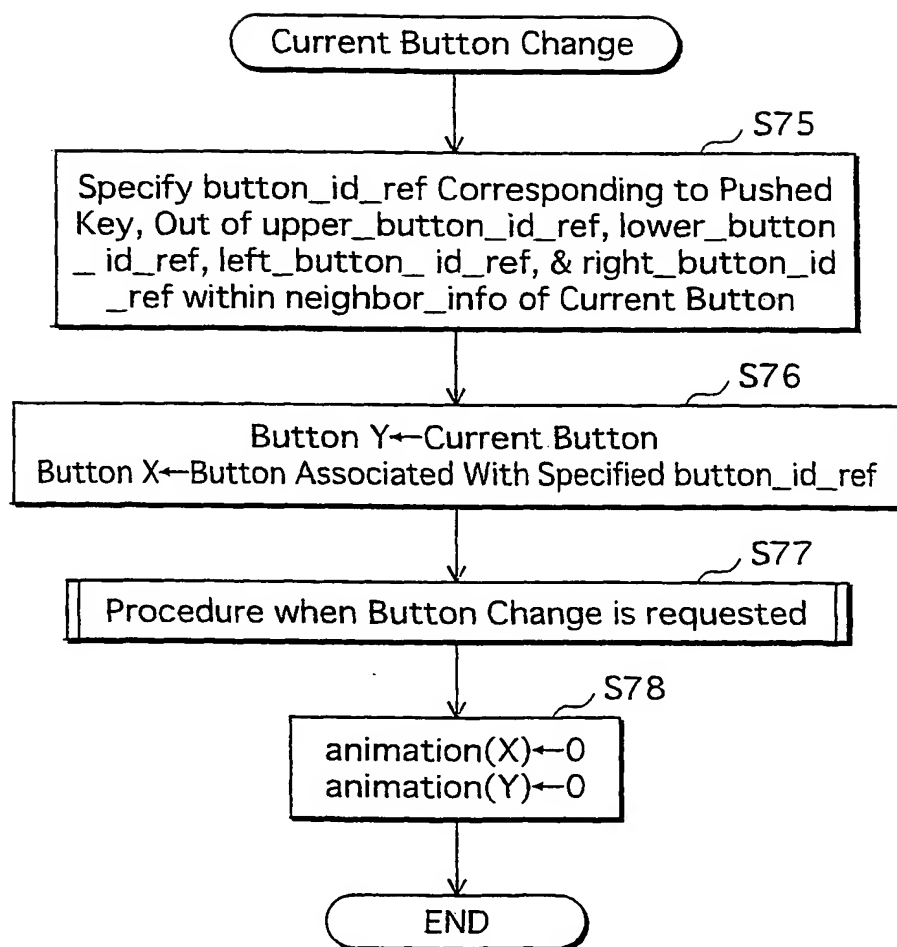


FIG.48

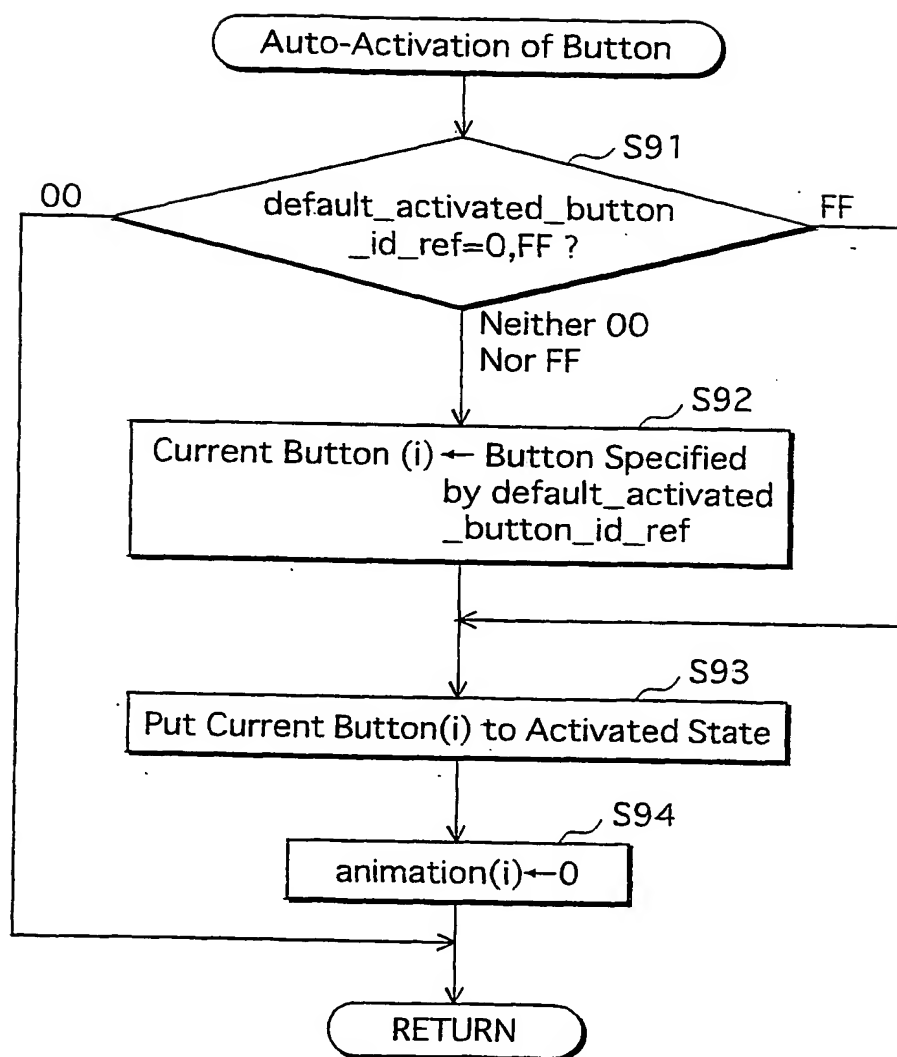




FIG. 49

